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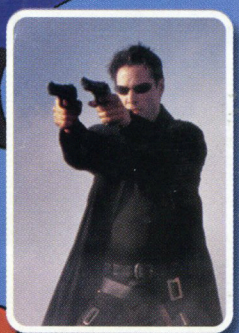
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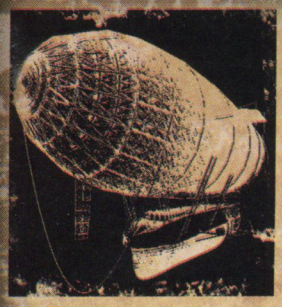
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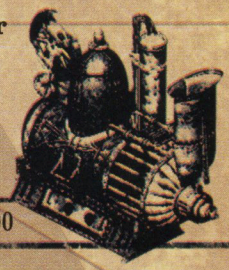
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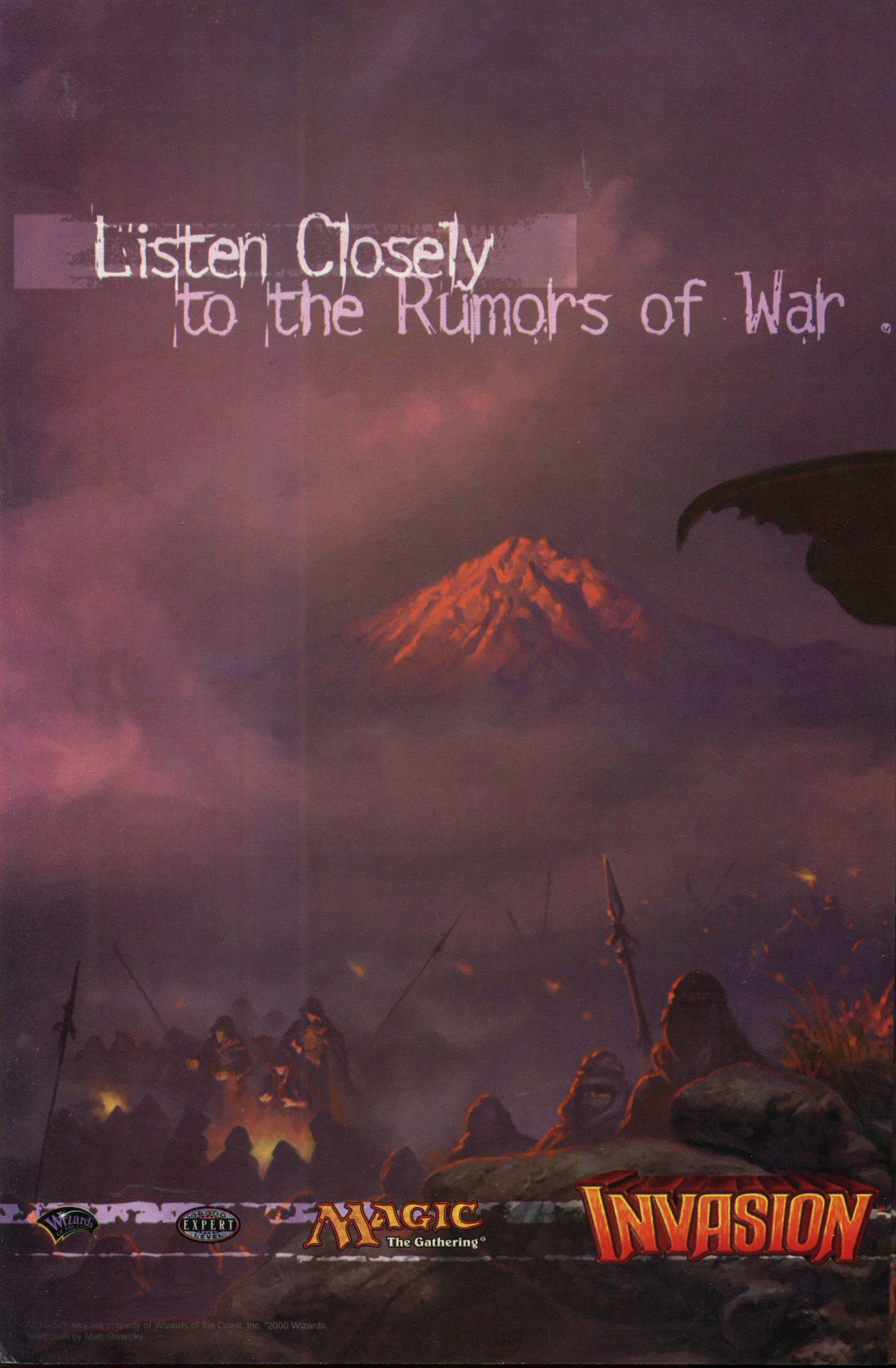
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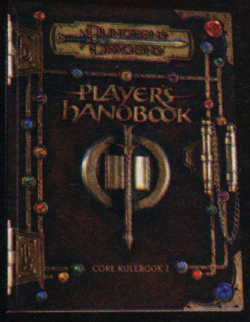
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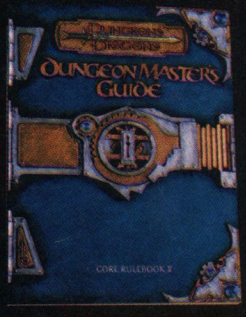

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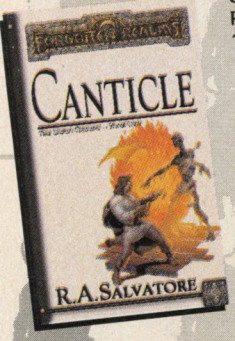
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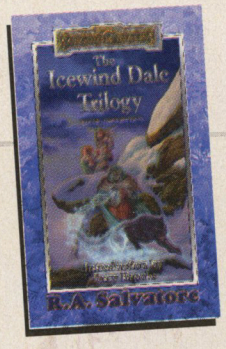
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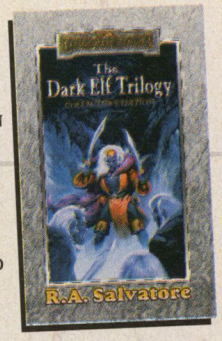
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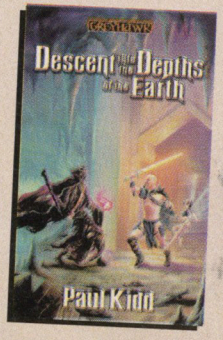
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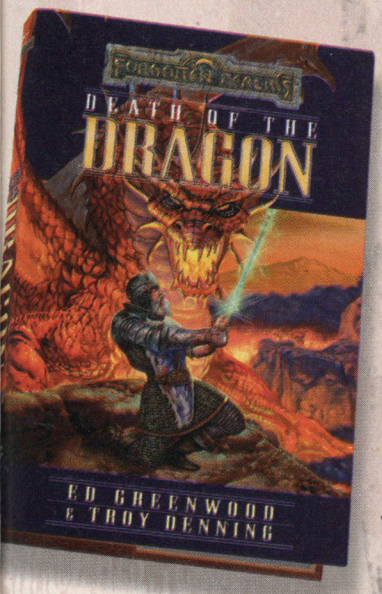
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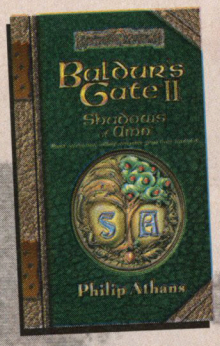
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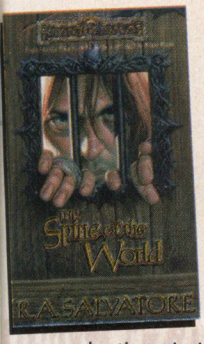
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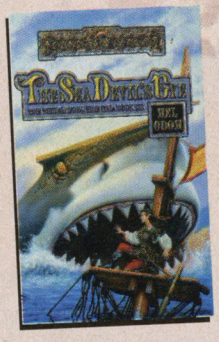
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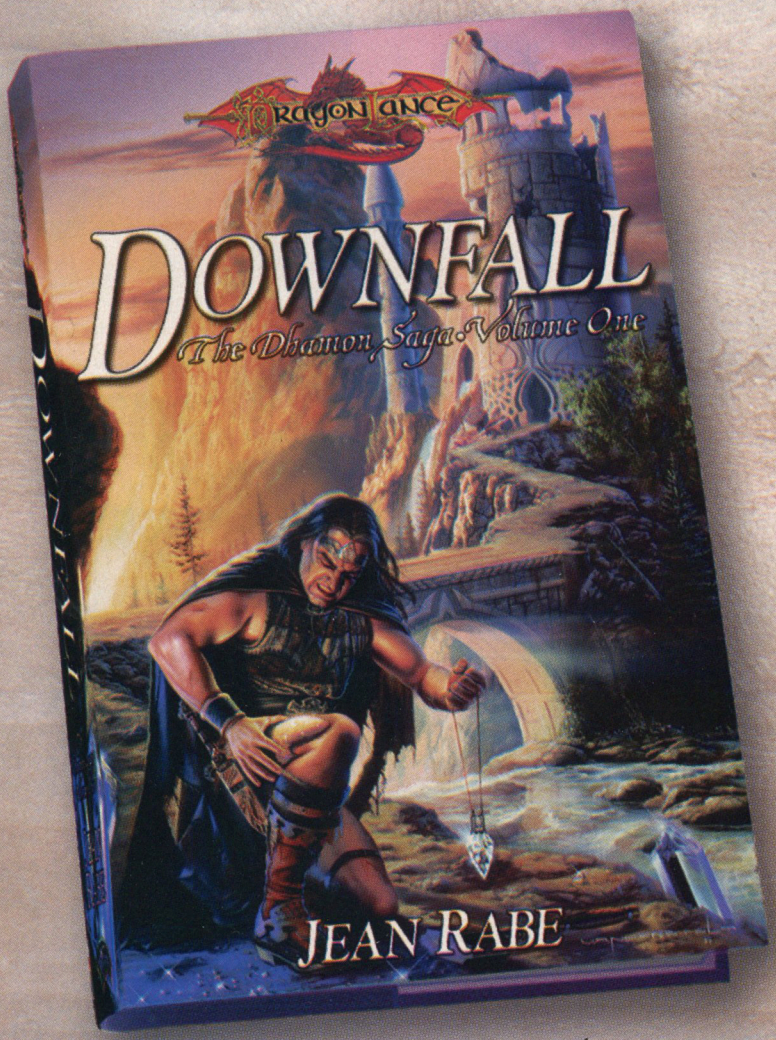
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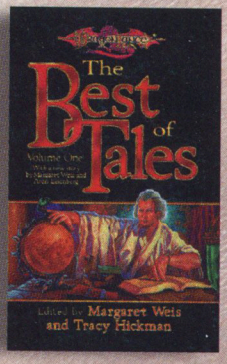


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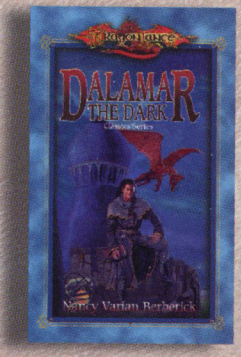
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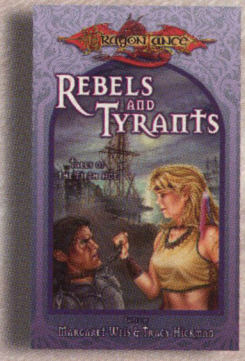
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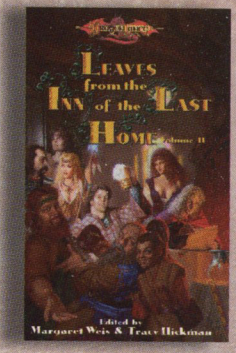
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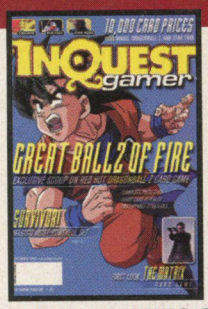
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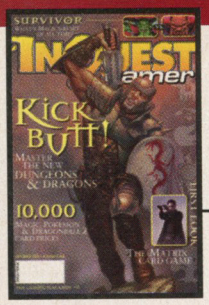
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THIS MONTH'S COVERS

Fantasy rules our pages this month! Goku and his *Dragon Ball Z* cronies make a major splash in our *DBZ* Players Guide on page 128. In the world of roleplaying, Todd Lockwood's warrior Redgar, from *D&D 3rd*, graces our second cover. Find out more about the new *D&D* character classes on page 52 in our "Power PCs" feature.

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What's *Magic*'s toughest expansion? 20 sets do battle. Only one triumphs.
By the *IQ Gamer* staff.

52 POWER PCs
From Zero to Hero: Building the Ultimate *D&D* Character.
By Jeff Hannes.

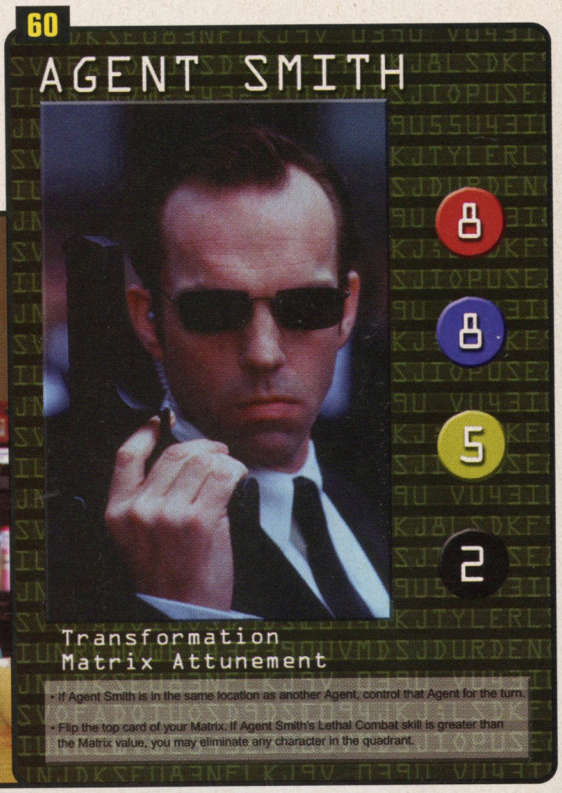
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It's the coolest card game you'll never see.
By Jeremy Smith and the *IQ Gamer* staff.

64 WORLD'S BIGGEST *MAGIC* GAME
Mass hysteria ensues when 521 players shoot for the title.
By the *IQ Gamer* staff.









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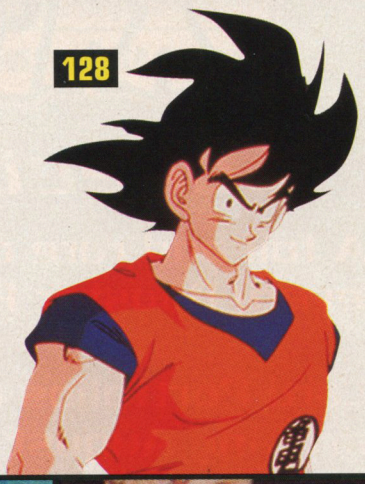
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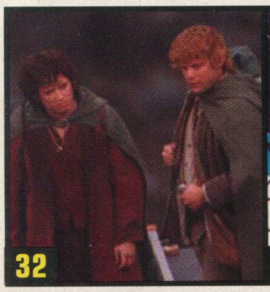
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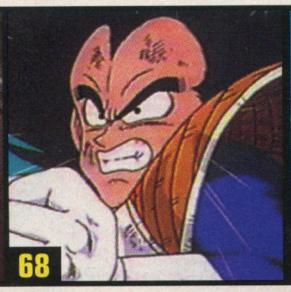
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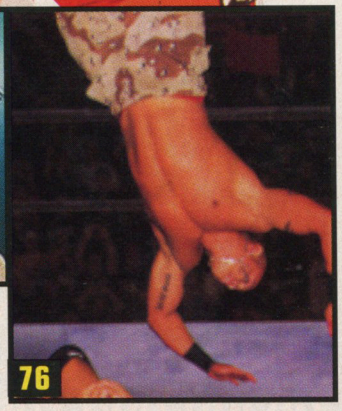
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In this classic game of colonization, negotiation, and conciliation, players each take on the role of an alien, primed to colonize the galaxy. Through the use of force, will, guile and a bit of tricky card play, be the first to complete 5 colonies outside your home system. Your special power enables you to bend, mutilate or break one rule of the game.

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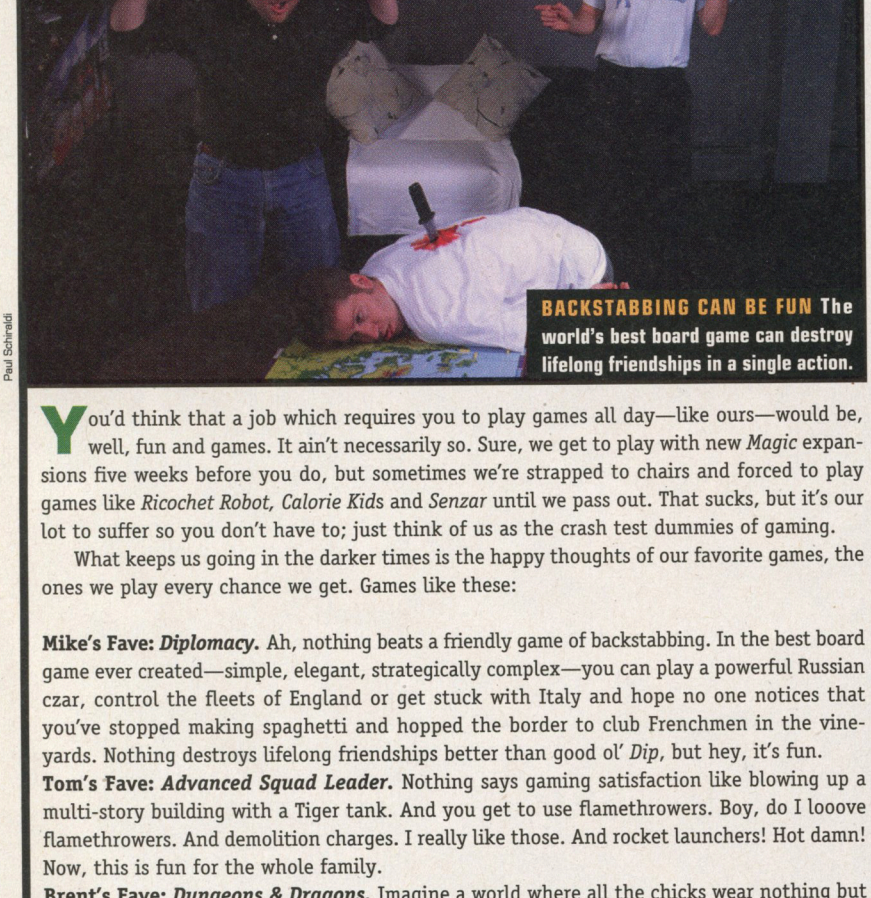


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CRASH TEST DUMMIES



Paul Schiraldi

BACKSTABBING CAN BE FUN The world's best board game can destroy lifelong friendships in a single action.

You'd think that a job which requires you to play games all day—like ours—would be, well, fun and games. It ain't necessarily so. Sure, we get to play with new *Magic* expansions five weeks before you do, but sometimes we're strapped to chairs and forced to play games like *Ricochet Robot, Calorie Kids* and *Senzar* until we pass out. That sucks, but it's our lot to suffer so you don't have to; just think of us as the crash test dummies of gaming.

What keeps us going in the darker times is the happy thoughts of our favorite games, the ones we play every chance we get. Games like these:

Mike's Fave: *Diplomacy.* Ah, nothing beats a friendly game of backstabbing. In the best board game ever created—simple, elegant, strategically complex—you can play a powerful Russian czar, control the fleets of England or get stuck with Italy and hope no one notices that you've stopped making spaghetti and hopped the border to club Frenchmen in the vineyards. Nothing destroys lifelong friendships better than good ol' *Dip*, but hey, it's fun.

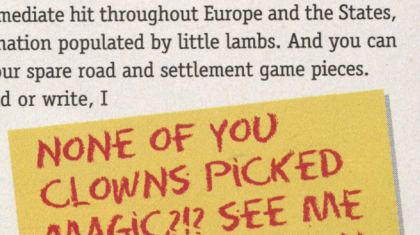
Tom's Fave: *Advanced Squad Leader.* Nothing says gaming satisfaction like blowing up a multi-story building with a Tiger tank. And you get to use flamethrowers. Boy, do I looove flamethrowers. And demolition charges. I really like those. And rocket launchers! Hot damn! Now, this is fun for the whole family.

Brent's Fave: *Dungeons & Dragons.* Imagine a world where all the chicks wear nothing but chainmail bikinis. And of course they all dig me, or my DM buddy will end up charmed into loving the half-orc Whoopi Goldberg zombie the next time he's on the other side of the screen. Where else can I be the Charlie to a trio of half-nekkid amazon angels? Certainly not around the *IQG* offices.

Paul's Fave: *Settlers of Catan.* *Settlers* was an immediate hit throughout Europe and the States, and no wonder—you get to dominate an island nation populated by little lambs. And you can build the coolest little robots and towers with your spare road and settlement game pieces.

Cownose's Fave: *Candy Land.* Since I can't read or write, I like to chill with this classic, which requires neither. And since dogs are colorblind, I kick their ass all the time. Dumb mutts.

There you go. Now we're gonna spend a couple of hours reflecting on happy games gone by, until it's time to get back into the trenches and learn how to play the *Pez* CCG and hope the rumors about the the*Teletubbies* RPG prove untrue.



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Ooops! GAMING'S BIGGEST !#$%* BLUNDERS

Lord Of The Pit was originally named "Balrog" after Tolkien's creature in "Lord of the Rings," but then WotC remembered the term "copyright infringement."

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Inquisition

IDIOT MEMORIAL... TWERPS & WEDGIES... BRAIN BLISTERS...

Guess which single page from* InQuest Gamer *#63 received the most mail? If you answered the* Magic *movie ad, award yourself a moon pie and can of Yoo-Hoo. Yes we made the whole thing up, but most fans—us included—thought it was a really neat idea. Letters like Michael Grantock's, who wrote, "this movie would be so cool, thanks for letting us dream" were in the majority. A distant second were those from people like Brian Witherspoon who wrote: "what were you guys smoking when you decided to do this to us?" after reading the last line and discovering it was just us fantasizing.

For those of you who liked it—or those who missed it—this issue has a poster version in the bag. Hang it on your wall, or in the Coming Attractions section at your local theater.

As for me, I really have to start fantasizing about something other than* Magic. *But a CGI Radiant would be sooo hot.

BIG DUCK-OUT

Tom: Once in a blue moon I have the stroke of luck to get matched up with a "celebrity" like you in a *Magic* pre-release tournament—*Prophecy*—and guess who ducked out? Shame on you! I demand compensation, a rematch, a... something.

Tom Endrey
New York, N.Y.

Sorry. I had to drop out after the guy sitting next to me kept yelling "I blow my Spore Frog!" I couldn't shake that mental image and wandered the streets of Manhattan aimlessly until I got mugged.

GARFIELD: MAN OF LETTERS?

I read somewhere that there was a story called "Mozar's Journey" written by Richard Garfield printed only in *Alpha Magic* rulebooks. Since most people don't have *Alpha* rule books, would you reprint it?

Jeremy Wolard
Knightdale, N.C.

Turns out this question even had WotC stumped for over a month. When I finally heard from Richard's public relations person she said: "Richard wrote a couple of introductory paragraphs that appeared in the* Alpha *rulebook. They were about a female protagonist fighting an enemy wizard." The idea was to set the stage for playing* Magic, *i.e. in the game you play one of these dueling wizards.

MEMORIAL TO IDIOTS

Recently, your covers have featured next to naked women presented in a very untasteful manner. You should advise your artists that this is not acceptable in respects to good taste.

Then, leafing through issue #62, I came upon another of your monuments to idiocy: "Magic's X-Files." How in God's name can you accept this mindless drivel as legitimate humor? This feature is one of the most pitiful pieces of crap I have ever seen. The whole thing is just plain sick and not the least bit funny.

Michael J. Shiver
Hillsborough, N.C.

Not even the City In A Bowl? It's a toilet bowl. Toilet bowls are inherently funny. I'm crackin' up just writing about it.

PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to **PenPals@inquestmag.com** or mail it to us at: **I.Q. Pen Pals, c/o *InQuest*, 151 Wells Ave., Congers, NY 10920.**

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Ooops! GAMING'S BIGGEST !#$%* BLUNDERS

Think the Elder Dragon Legends are tough? Originally, they weighed in at 9/9 creatures, but got toned down after the abuse they served up in playtesting.

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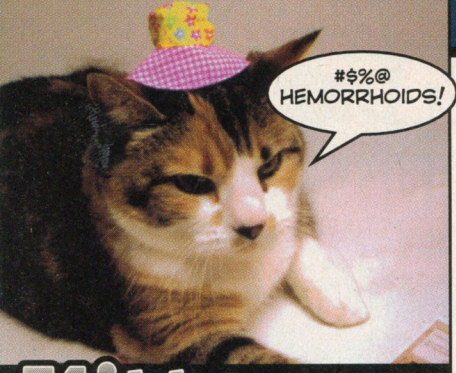
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Kitty Letter

the LETTER of the MONTH as chosen by COW NOSE, the 50-pound cat

First off, why doesn't *Magic* have any good animals? Just gay things like squirrels and jackalopes! Why is there nothing cool, like pelicans? They even have albatrosses. How stupid is that?

Next, I would like to state that smurfs are commies. They have no private property and they work for a whole. Also, if they don't work, they get no food. Papa smurf is a dictator, and he wears the associated communist color, red. Since there is only one female, it proves there is mass genocide of females. So smurfs are commies.

Jonathan Lim
via e-mail

Squirrels aren't gay; squirrels rule. You want gay? Take a look at your Horseshoe Crabs, Walking Sponges and Fledgling Ospreys. Those blow. But in all fairness, there are plenty of cool animals in Magic too, like razorbacks, snakes and lots of hep cats.

As for the smurf situation, I've forwarded your letter to the Pentagon. I'll let you know if they write back.

A WORD FROM MR. MATURITY

The Avator Of Hope is farting! Look closely and you'll see.

Kyung-Jin Cho
via e-mail

Proving once again, when there's breaking news in gaming, you'll read it here first.

MR. LANGUAGE GUY

Pokémon is slowly poisoning our language. Take this paragraph for example:

"I have a cat. It's name is cat. It goes cat."

Your English teacher would be rolling in her retirement chair. Now take this example:

"I have a Pikachu. It's name is Pikachu. It goes 'Pika-chu.'"

The second paragraph is considered quite perfect by any *Pokémon* fan. By the way, you guys are no better with your butt-weasels and all.

Scott Thong
via E-mail

There's nothing grammatically wrong with the term "buttweasel." And the beauty is that it can be most parts of speech. For example: Noun: "Hark, check out yonder buttweasel." Verb: "Paul buttweaseled me out of a foil Squirrel Wrangler." Adjective: "Did you see the buttweasly suitcase that guy had his Spellfire cards in?" What's not to like?

TWERPS & WEDGIES

If you think you're so smart, answer these questions:

1. How many twerps play *Pokémon*?
2. How many times have you gotten wedgies?
3. When was the first alien sighting?
4. When was Richard Garfield born?
5. Am I stupid?
6. Why am I writing this letter?

Dan Maftei
via e-mail

1. According to Wizards of the Coast, "there are 6 million kids who actively play and collect the Pokémon CCG. I'd guess that half of those are twerps. That's a lot of twerpage.

2. Just once. Right before I went to jail for assault.

3. In 54 B.C., around June 10th, Pablo the Aztec lama-herder saw a flying thing, but didn't know what to call it since saucers hadn't been invented yet.

4. In the year of the rabbit on June 26, 1963.

5. If you're under five, you're a genius. Otherwise, yes.

6. InQuest's space-based mind control satellites made you.

BEEBLE ALL YOU CAN BEEBLE

"Hey there" from all the gamers in the U.S. Army. We scour every page of *InQuest* for hints and tips for *Magic*. Anywho, we were just wondering, what is ya'alls top card from each expansion and what is your favorite expansion? Around here we love *Fallen Empires* and wish we could find it more often.

Pvt. Dieters
Ft. Sam Houston, Texas

Our frontline troops like Fallen Empires? That's kind of disturbing. I don't have room to list all our favorite cards, but our favorite expansion is still Legends. It's not the #1 powerhouse—for what is, see "Survivor!" on page 44—but, pound for pound, it had the most fun cards.

P.O.ed AT *D&D* B.S.

I have a few things to say about this new *3rd Edition D&D* crap. Not to put down WotC or anything, but this has got to be the most idiotic idea of all time. Yes, some of the rules needed tweaking, but a 100% overhaul is too much. From what I've read the entire *AD&D* system will be obsolete in the new version. Now I know that it's the gamer's choice to buy the new edition, but what about those who want to use the new rules with their old characters? The article in *InQuest* 62 even states that none

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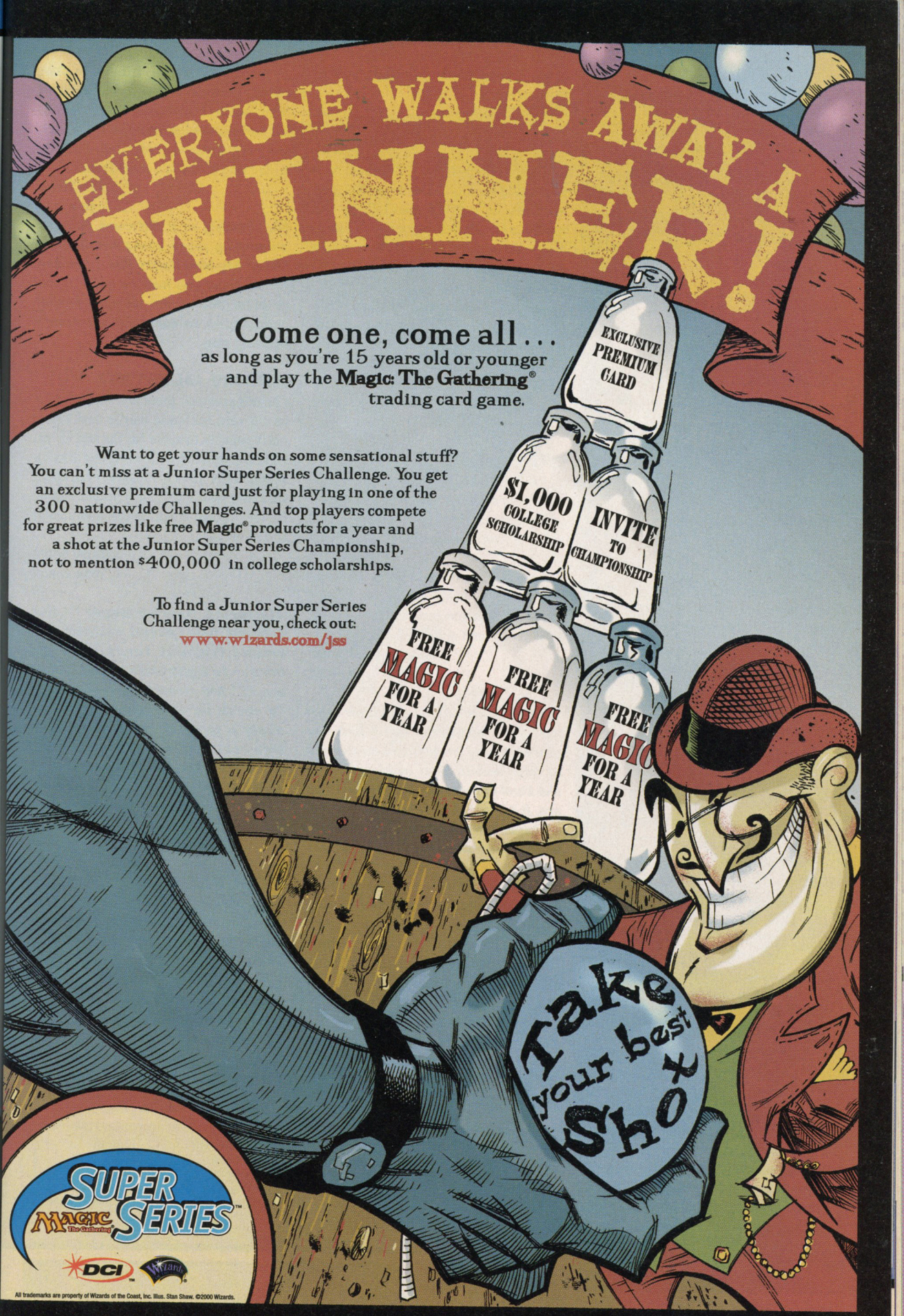
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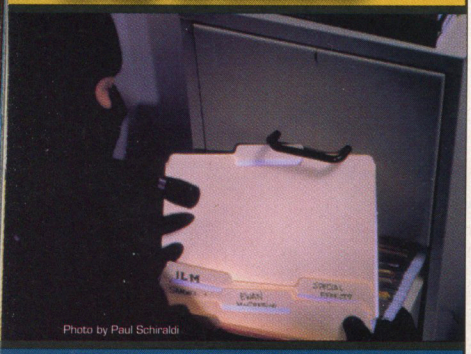
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Ooops! GAMING'S BIGGEST BLUNDERS

Though they later became the biggest hobby game publisher, one of SPI's first games was the decidedly un-PC game of cops versus hippies, titled "Up Against the Wall Mother F_____."


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The IQ Files


Photo by Paul Schiraldi

UNEARTHING LIFE'S BIGGEST MYSTERIES

The common "Daddy Longlegs" spider supposedly has very powerful venom but its fangs aren't strong enough to bite through human skin. True?

—I. Tripp

Yes. Among spiders, Daddy Longlegs have some of the most potent poison, which they uses to kill their prey. Their "teeth" aren't long enough to penetrate human skin though. And even if they could, it wouldn't be strong enough to kill a human.

What does "Masticore" mean?

—Jonathan Blake

P.S. What does P.S. stand for?

Judging by all those mouths its a combination of masticate, from the Latin for "to chew" and manticore, a mythological creature having the head of a man, the body of a lion and the tail of a dragon or scorpion. "P.S." means "postscript," from the Latin for "after the writing."

How come every *Magic* card name that begins with an "H" is not capitalized?

—Kurt Wojaks

It is. The custom font used on Magic *cards has an uppercase "H" that looks like most fonts' lowercase "h's." upper and lowercase "h's" look different within the* Magic *font though.*

Have a question so bizarre you're afraid to ask anyone? "The IQ Files" know all. So send your weirdest questions to InQuisition@InQuestmag.com or 151 Wells Ave., Congers, NY 10920. I'll answer 'em in this space every month.

of the *Second Edition* translates well to the new rules.

Bill Stinger
via e-mail

Well Bill, D&D Third Edition is happening. You can fight it or you can embrace it, but it's going to be the future of D&D. Having read much of the new books, I can tell you it won't be that big of an adjustment. D&D's always been more about immersing yourself in adventure than rules mechanics. Experienced players will pick up the new system quickly. As for the money, considering the entertainment value you get for the dollars spent, RPGs are among the best deals in the world.

DUTCH BOY

Hi I'm Dutch and I got a question for you. I'm a flopper, a chucker, a wargamer and I play sports. What the hell am I? Can I say "hell" in this magazine? I'll be damned if I can't.

You'll all be worshipping me soon enough so you better start now. When I grow up, I wannabe just like you—except with a girlfriend and a real life.

Thomas Uylenbroek
Holland

We're all minor deities in our own minds too, so you're already half-way there. Brent, for example, is the god of lawn mulch, Paul fancies himself the kami of ketchup. As for what you are, it sounds like you're fairly normal, at least for a wooden shoe-wearing windmill-worshiper.

SAM I AM

Hi, my name is Sam, and I used to play *Magic*. But I sold all my cards three years ago for $100. They were worth at least five times that. Being a masochistic idiot I like to check the price guide every now and then and calculate how much money I lost when I sold them to a guy who, after I stutteringly offered them to him for "$200. But I guess I'd go as low as $100," pulled out a wad with at least a grand in it.

But the reason I'm writing is to share a great idea for a column. It could be titled "Help! My Deck Sucks Ass"—or something less profane. Readers would send in a deck, and you guys could devote, say, a page to it, showing how you'd make it rock.

Sam Kaled
via e-mail

I'm thinking of a different column, something more along the lines of "Help! My Idea Sucks Ass." We prefer to show you how to build a cool or killer deck from scratch rather than trying to overhaul someone's existing dog.

BRAIN BLISTER

I have a problem; there is a riddle that is on the card Blistering Barrier that I have not been able to solve for the life of me. I have consulted with everyone I know who actually gives a flying rat's tail about the thing, which isn't many people, and we haven't figured it out. Is there an answer to this thing?

Harry Smith
via e-mail

Blistering Barrier says: "I live without food, stand without leg, wound without force, and am harder to fight than to kill. What am I?" My first guess would be "a crush on your teacher." Obviously a greater mind than mine was required. A quick call to Bill Rose from the Magic design team and—Blamo!—instant answer. "Fire," said Bill. D'oh! It seems so obvious now.

TOP FLOP

InQuest's top 10 ratings for cards from each new *Magic* expansion don't make sense. When I look at the top 10 from *Destiny*, I can't find Masticore or Powder Keg. When I look at the top 10 from *Masques*, I can't find Rishadan Port, Bribery or Misdirection. And the top 10 from *Nemesis* doesn't have Rootwater Thief or Blinding Angel, but does have Flowstone Armor. You all have the knowledge to put the right cards in the

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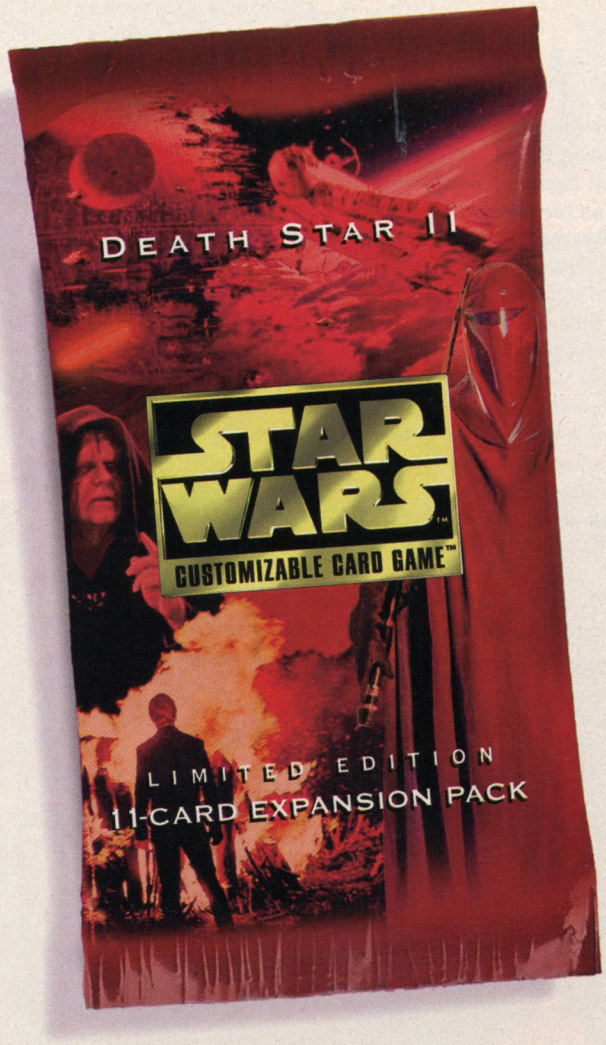
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Ooops! GAMING'S BIGGEST BLUNDERS

Talk about a collectible nightmare. The *Magic* playtest card called "Ecoshift" collected all lands in play, shuffled them and redealt them to players.



YOU WANT THIS, DON'T YOU?

– Emperor Palpatine

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top 10 but you don't. This seems silly to me and my friends.

M. Wilens
via e-Mail

I threw this hot potato at InQuest's chief chuckabubba, Mike Searle. He said: "When we put together our top 10, we consider all formats and overall card versatility, not just the tourney scene and constructed formats. Rishadan Port is a good example of a great card in constructed but an average card in booster draft. Also, we always try to include the best cards of all colors rather than having a mostly blue top 10, filled with various counterspells. And sometimes we just blow it, like when we ranked the Masticore at number 11."

HOT GIRL

Why haven't I ever heard of *Battle Cattle*? I mean, I read your mag and I know it has the stupidest name in existence, but what the heck is it? Maybe you can answer this too: Why is "Ally McBeal" still on the air? It is positively the stupidest show ever. Honestly I'd rather watch wrestling; they both have the appeal of crap! In case you guys are as stupid as most guys, that means they have no appeal.

Lana
jalapeno@microagetc.com

Thanks for clarifying that. Guess you've never played WotC's collectible dung game. "Ally McBeal" is still on the air because she doesn't take up much room.

STUD MUFFIN

Here's a thought, spare yourselves the trillion-letter debate between girls who don't like the sexy babe covers and guy geeks who are so desperate they need them.

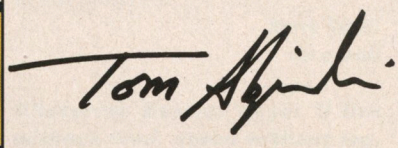
How? Print a sexy guy on the cover for once.

I recommend a fighter/mage type. Fighter for the muscles, but not too many, otherwise he'll look like Conan—yecch!—and toned body; mage for the Really Intense and Deeply Intelligent Stare™. Really Intense and Deeply Intelligent Stares™ are nice things and so are toned bodies. Maybe an elf. Elven features are cool. So what do you say? C'mon I'll buy you all a Yoo-Hoo.

Alexa
via e-mail

Okay, with one addition, we'll add breasts. That way everyone will be happy.

Ummm... Breasts. Just thinkin' about some is making me happy. Guess I'll ease on down to KFC and pick up a bucketful. I'll be back here in 30 standard earth days for more random madness. Stay cool.

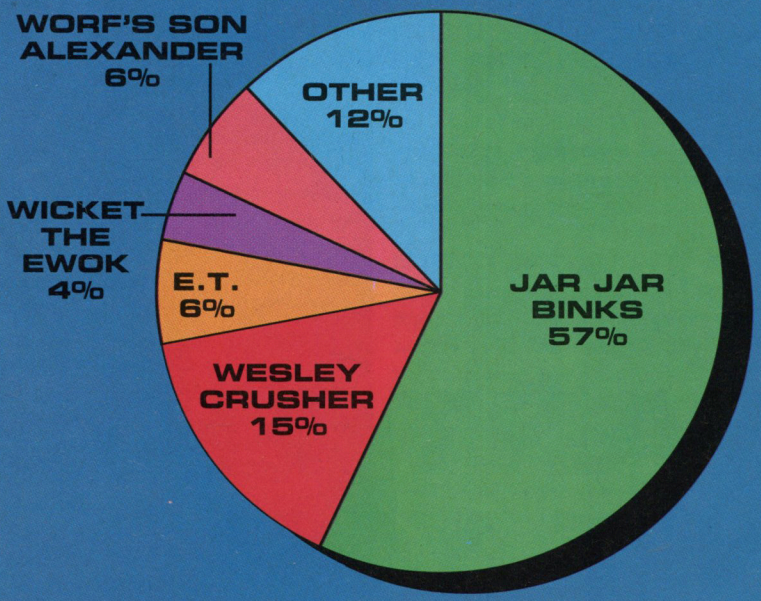


Tom Slizewski was on a poster once. It made a convincing argument for birth control.

Poll Position

ONLINE QUESTION OF THE MONTH

WHO IS THE MOST HATED CHARACTER IN SCIENCE FICTION?



As if there were ever any doubt. Other targets of opportunity for hate clubs include Neelix, Twiki and ALF. However, if anyone deserves our scorn and pity, it's Starry552, who wrote: "I think that Wesley Crusher is the greatest... He was my first major crush... Not to be some kind of militant feminist or anything, but I can't help it if you are jealous of Wesley's fabulous body!" We think that pretty much sums up all we'll never understand about women.

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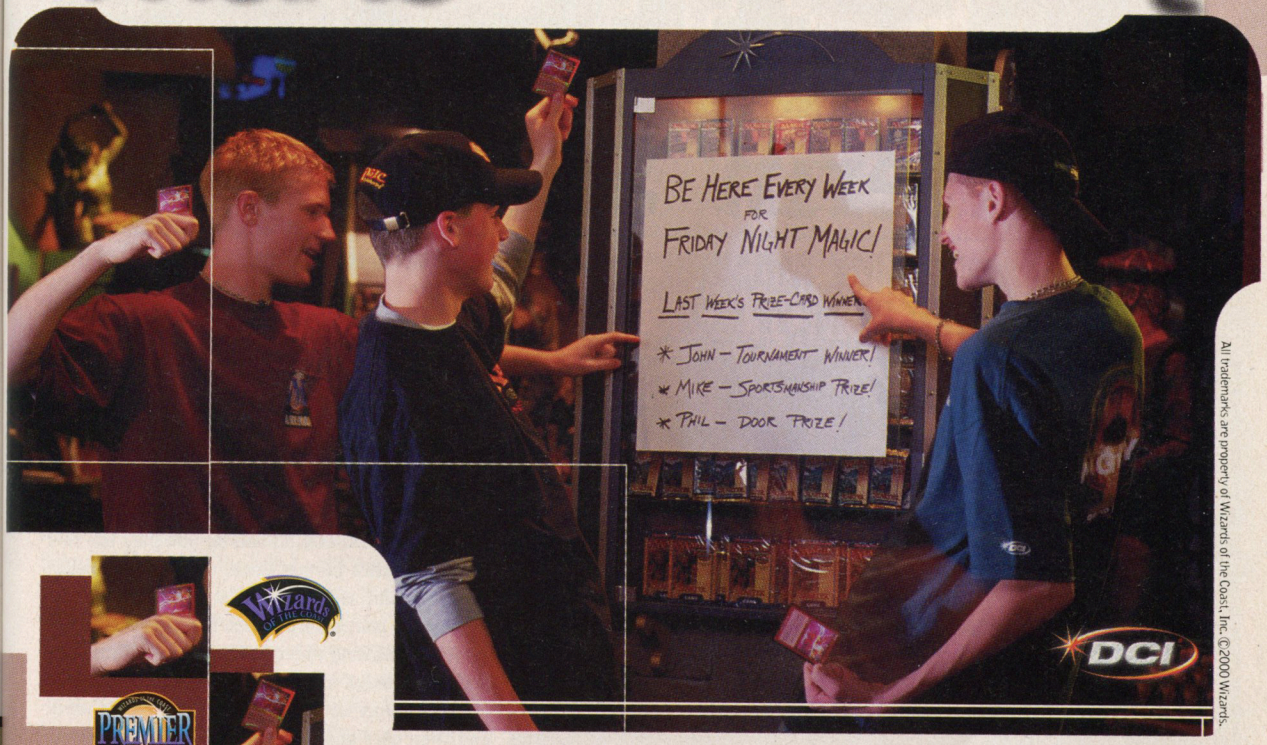
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Ooops! GAMING'S BIGGEST BLUNDERS

When Wizards of the Coast was about to print *Arabian Nights*, the plan was to use pinkish backs similar to the color of the *Arabian Nights* box. Only a last-second save prevented this fiasco.

Make it Count



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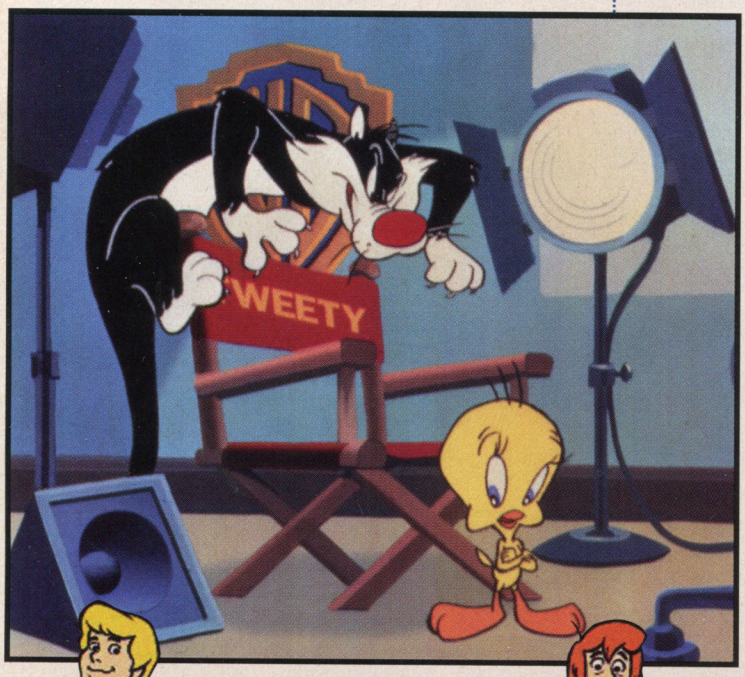
What's happening in the world of gaming...

news

Sssufferin' Succotash!

SYLVESTER, SCOOBY, MONGOL HORDES STAR IN NEW CCGs

Keeping up with all the new collectible card games and their expansions is like trying to catch the Roadrunner: It can't be done. But by tying a huge, Fourth of July rocket to our back and strapping on some rollerblades, we managed to catch up on the most interesting games and expansions due out before year's end.





CARD-TOONS Sylvester, Tweety and The Scooby Doo gang are becoming collectible game cards.

Looney Toons

In October, wackiness returns to CCGs on a level not seen since the days of *Magic: Unglued*, courtesy of the *Looney Toons* CCG. *LT* will let you play the role of your favorite bunny, duck, coyote or miscellaneous varmint as you try to "steal the scene" in a cartoon and gain victory points. You can also win the game by fulfilling special victory conditions, like grabbing enough money bag scenes.

Each player needs a fixed 50-card "movie" deck and then uses another 30 cards—i.e., two boosters worth—for "special effects," such as giant leg traps, anvils that drop on characters' heads, etc. *Looney Toons* is designed to be a family game, with easy rules and no complex timing issues to hamper play. In fact, all the rules fit easily on the playmat that comes with the game. Collectors might want to keep an eye on *LT*, as all the artwork comes directly from the cartoons, most of which are nearly 70 years old. There will, of course, be the usual premium foil cards—roughly one in every three boosters—and the whole set will have 150 cards, not counting those in the fixed movie decks.

Scooby Doo

There's no better time to bring the *Scooby Doo CCG* to market than the dog days of August. And that's what Journeyman Press plans. It will release the initial 225-card set based on the first 15 episodes of the cartoon—first broadcast in 1969—at Gen Con the weekend of August 12-13. The cards will be available in preconstructed starter decks and booster packs. Since you use "gang members" and episode cards in every game, you'll

Ooops! GAMING'S BIGGEST BLUNDERS

TSR once tried to copyright the word "Nazi."



EMPIRE BUILDER This fall you'll be able to play *Age of Empires* on your PC and your card table.

need at least one starter deck per player. During play, each player controls the whole Scooby gang, trying to solve the mystery by playing clue cards before anyone else. To tilt things in your favor, there'll be super secret chase cards available in the boosters. If the game is well-received, a second expansion, based on the 28 episodes released in 1970, will be released by the end of the year.

Age of Empires

Microsoft's best-selling computer game makes the jump to collectible card game in September, with what could be the most challenging CCG since *Star Wars*. The 250-card starter set concentrates on the land-based cultures from the PC game: the Britons, Goths, Celts, Mongols and Persians. Despite the lack of boats, most aspects of the computer game are included. Your 90-card deck has four parts to it, corresponding to each of the four epochs, and all the various ways of winning; conquest, relics and building a wonder are available. The full game can easily be played with more than two players and can take as long as two hours to finish. There are other faster-playing scenarios included, as well.

A Christmas expansion is already planned and it will include the other civilizations, as well as cards representing the gunpowder, university and advanced monk technologies. The expansion after that will feature cards based on the *Age of Empires II* computer game, including the Aztec and Inca cultures.

Dragon Ball Z

The base set, *Saiyan Saga*, hit stores this past June, and now, the game is kicking into high gear. After a demonstration tournament at the Wizard World Chicago comic and gaming convention, August 4th through 6th, the publisher, Score, is planning a national mall tour, kicking off in September. The 250-card *Frieza* expansion, available in starter decks and booster packs, is also planned to come out around that time. Starter decks will have 54 cards, and should go for $10.99, while the nine-card boosters will retail for $3.29. Each booster has one foil, and the starters have four. In October, the Trunks character is scheduled to be introduced into the American version of the television show, and the *Trunks* game expansion is slated to follow in December. That's also when Score hopes to have a *Dragon Ball Z* world championship tournament in New York.

Monster Rancher

This *Pokémon* clone is of the "build up your monsters and bop the other guy's monster" variety and it too comes from Japan and is based on a hit anime TV show. The main set contains 132 cards, only 99 of which are unique, the other 33 are foil ultra-rare copies of cards that also have a non-foil version. While the world of *Monster Rancher* has over 400 monsters, the starter set only features those 48 most commonly seen in the cartoon. That will change come September, as the first expansion will introduce 80 more cards. Roughly half of those will be monsters, but new types of cards are also planned: side missions, a new way to score points, and new battlegrounds. ■ *Rick Moscatello*

Magic Invades TV

ESPN2 TO BROADCAST PRO TOUR SEASON

It's at least as exciting as watching golf or professional bowling. That something is professional *Magic*, and ESPN2 agrees. The national sports cable network has reached an agreement with Hasbro-owned Wizards of the Coast to carry the 2000 *Magic: The Gathering* Pro Tour season, including the U.S. Nationals and the World Championships.

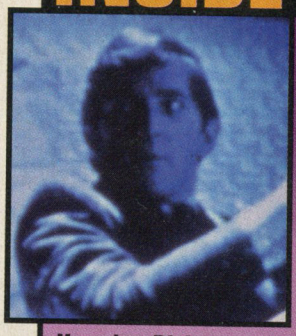


TV: A different kind of mind raker.

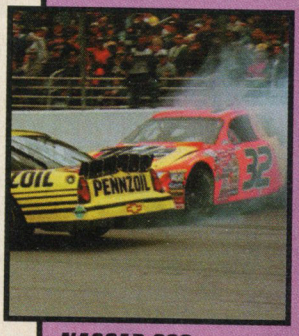
ESPN2 is scheduled to broadcast nine tourneys in 2000. According to Brian Kemp, from Hasbro media relations, "ESPN2's coverage will focus on the Pro Tour players unique strategies, in-depth deck preparations and what it takes to become top professional players of the game."

Most of the shows will be 30-minute segments, but two double length programs will be produced based on the World Championships in Brussels, Belgium, in August. The first show will consist of individual tournament play while the second will cover team play. The Nationals were broadcast on July 7th, the remaining schedule looks like this: World Championships on Sept. 6, 1-2 p.m. Rebroadcast on Sept. 29, 1-2 p.m.; Pro Tour-New York on Oct. 24, 1:30-2 p.m.; Pro Tour-Chicago on Dec. 20, 1-2 p.m. All times are Eastern Standard Time. ■ *IQ Gamer Staff*

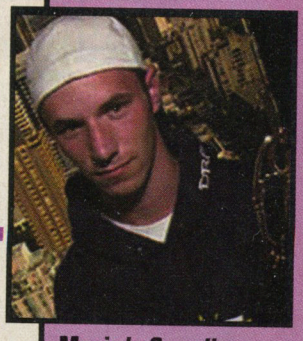
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PLUS:

They Want Your Game. PAGE 34.

Atlas does D&D. PAGE 40.

They Want Your Game

CONCEPT SYNDICATE SEEKS RPGs TO PUBLISH

There's never been a better—or easier—time to have your game published. Thanks to the world wide web and inexpensive desktop publishing, anyone can get their game into "print." One company taking advantage of these technologies is Concept Syndicate. It is releasing two CDs a year featuring the works of independent game designers.

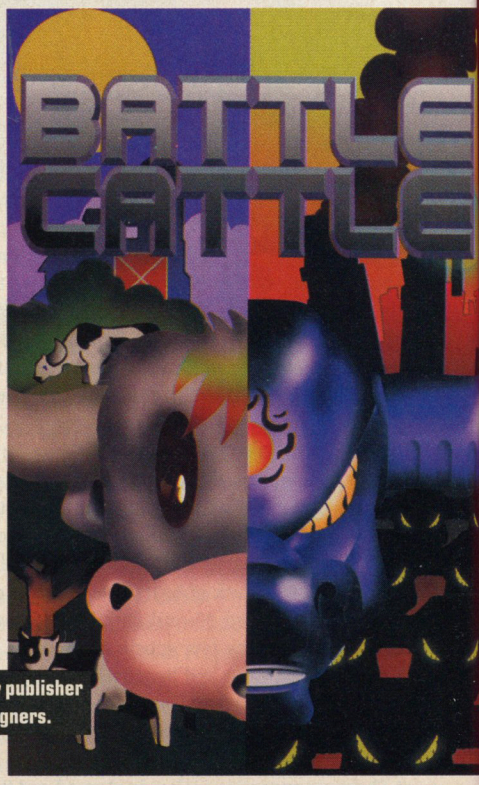
Concept Syndicate has so-far published the RPGs *Sorcerer* and *Cyberscape* and will release another CD containing three games at Gen Con this year. The CDs, entitled "*Independent Silver*," sell for $20.

Concept Syndicate does not charge game designer to be included on their CD and all rights to the game are retained by the original creator, except for the CD/HTML version of the game that is produced by Concept Syndicate. This means that if the game designer wishes to distribute his version himself—or even give it away free—he is able to do so.

Royalties for the authors on *Independent Silver* are higher than those for other publishing method, according to Keith Perhac, head of the design team. More information on Concept Syndicate's games can be found at: www.conceptsyndicate.com.

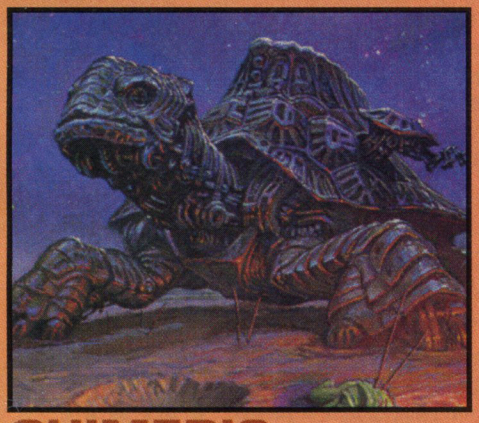
If you'd rather see your work on paper instead of a computer screen, contact Wingnut Games, publishers of such *InQuest* favorites as *Battle Cattle* and *Og: The Game of Senseless Prehistoric Combat.* Company owner Aldo Ghiozzi has announced an open invitation to designers to manufacture, market and distribute their games.

According to Ghiozzi, "We would like to focus the heart of this invitation around humor-based games, but are open to anything." Check out Wingnut's site at: www.wingnutgames.com for more information. ■ *M. R. Goode*



UDDER CHAOS ***Battle Cattle*** **publisher looking for good game designers.**

WE LOOKED IT UP...



CHIMERIC
(*Ka•mer•ick*)

1. Given to fanciful dreams; fantastic; imaginary. From Chimera, a fire-breathing she-monster usually represented as a composite of a lion, goat and snake in Greek mythology. 2. Chimeric Idol: *Magic: Prophecy* artifact that becomes a 3/3 creature for 0 and taps all owner's lands. 3. What a drunk Lucy says when she wants to summon her husband. ■

Gamers in the Board Room

True or False: Board games haven't been popular enough to rank their own television show?

Answer: False... Sort of.

While there hasn't been a network show dedicated to board games, thanks to the Internet and the efforts of Bob Schwartz and Drew Kail, fans of *Settlers of Catan, El Grande, Medici, Stratego Legends*, etc. now have an Internet TV show to call their own.

The pair started "Board Watch" in December of 1999 and continue to post new, weekly 20-minute segments covering popular family, word and card games. Schwartz, a game store owner for 22 years, guides the show. In addition to game reviews and overviews, "Board Watch" also occasionally airs "best of" episodes and interviews notable gaming personalities. For example Reiner Knizia—creator of *Ra, Euphrates and Tigris, Through the Desert* and many more—was recently a guest on the show.



Since all the episodes are on-demand, you can watch them at your leisure, no taping necessary; just point your mouse to www.fromusalive.com/board/default.asp to check out any of the completed episodes.■ *Scott Kasliner*

Ooops! GAMING'S BIGGEST BLUNDERS

One of the most powerful cards in *Magic*, Time Walk was originally slated to be a common!

3x3 EYES

Open your eyes to the world of shadows lurking beneath the surface of our reality!

Poor Yakumo - No one chooses "Zombie" for their career goal . . .

August Releases

Amazing Nurse Nanako - Memories of You V.1	DVD	$29.98
Amazing Nurse Nanako - Memories of You V.1	VHS-Dub	$24.98
Amazing Nurse Nanako - Memories of You V.1	VHS-Sub	$24.98
Fushigi Yugi - The Fading Light V.15	VHS-Dub	$24.98
Fushigi Yugi - The Fading Light V.15	VHS-Sub	$29.98
Key the Metal Idol V.1	DVD	$29.98
Nazca - Eternal Power V.4	DVD	$29.98
Nazca - Eternal Power V.4	VHS-Dub	$24.98
Nazca - Eternal Power V.4	VHS-Sub	$29.98
Panda! Go Panda!	DVD	$24.98
Panda! Go Panda!	VHS-Dub	$14.98
Pokemon - Our Hero Meowth V.19	DVD	$24.98
Pokemon - Our Hero Meowth V.19	VHS-Dub	$14.98
Pokemon - The Final Badge V.20	DVD	$24.98
Pokemon - The Final Badge V.20	VHS-Dub	$14.98
Tenchi Universe - On Earth II V.2	DVD	$29.98
Trigun - Wolfwood V.3	DVD	$29.98
Trigun - Wolfwood V.3	VHS-Dub	$24.98
Trigun - Wolfwood V.3	VHS-Sub	$29.98

September Releases

3x3 Eyes - Immortals V.1	VHS-Dub	$34.98
3x3 Eyes - Immortals V.1	VHS-Sub	$34.98
Fushigi Yugi - The Last Page V.16	VHS-Dub	$24.98
Fushigi Yugi - The Last Page V.16	VHS-Sub	$29.98
Sailor Moon - Black Dream Hole (SS Movie)	DVD	$29.98
Sailor Moon - Black Dream Hole (SS Movie)	VHS-Dub	$14.98
Key the Metal Idol V.2	DVD	$29.98
Miffy - Miffy at the Zoo V.2	VHS-Dub	$12.98
Sol Bianca - The Legacy : Separation V.2	DVD	$29.98
Sol Bianca - The Legacy : Separation V.2	VHS-Dub	$24.98
Sol Bianca - The Legacy : Separation V.2	VHS-Sub	$29.98
Tenchi Universe - On Earth III V.3	DVD	$29.98

SUGGESTED AGE 16 UP

Double Cassette VHS Release
English Dubbed and Subtitled
Immortals (V.1) - August 2000
The Demon Seal (V.2) - October 2000
Bilingual DVD Box Set - December 2000

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3x3 EYES

You Can't Kill *Vampire*

WORLD OF DARKNESS CCG RISES AGAIN

It wasn't dead. It was just resting.

Vampire: the Eternal Struggle is returning to collectible card game shelves this October. Previous publisher Wizards of the Coast has returned the license to White Wolf Studios, publishers of the roleplaying game *Vampire: The Masquerade* on which the card game is based.

Though WotC hasn't supported *Vampire* in several years, the game established a cult following and blazed through three expansions: *Dark Sovereigns, Ancient Hearts* and the standalone expansion *The Sabbat*. Since the latter sold out quickly, White Wolf feels they can resurrect this game.

Halloween of this year will see White Wolf relaunch *Vampire* with a standalone set called *Sabbat War*. It will contain more than 300 cards: a mixture of the core set, the sold-out *Sabbat* expansion and a large number of new cards. According to White Wolf, all will be laid out anew with the art, borders and text printed at higher resolution for a clearer, sharper look. Nothing else is changing; the card backs and mechanics will be 100% compatible with the prior *Vampire: TES* releases.

Sabbat War will use many of the principle characters from the World of Darkness Clan War novel series. While the names of the featured characters are still top secret, White Wolf would say that many of the characters in the game will be members of the Sabbat, the organization responsible for keeping the vampire community in check.

Sabbat War will be sold in 11-card boosters and four 90-card fixed decks, representing the Ventrue, Brujah, Lasombra and Tzimische clans. Each deck will have exclusive, fixed cards, so if you plan to collect the set, you'll need to get one of each deck. White Wolf has decided to buck the current trend and not release any kind of foil or chase cards for *Sabbat War*; however, there will be two promo cards. The first, Lucita, is packaged in this issue of *InQuest Gamer*. Sascha Vykos, The Angel Of Caine, is due to be inserted into an issue of *InQuest Gamer* later this year.

The other CCG based on a White Wolf RPG, *Rage*, has also been dropped by WotC. At this time, there are no plans to bring it back. ■ *Richard Weld*

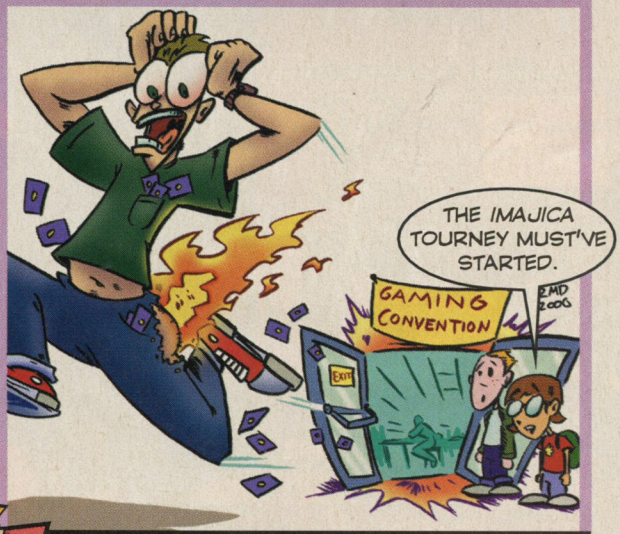


BITE CLUB All your favorite bloodsuckers are returning in the *Vampire CCG 2nd Edition.*

GAMES THAT SUCK CRAP YOU NEVER WANT TO PLAY

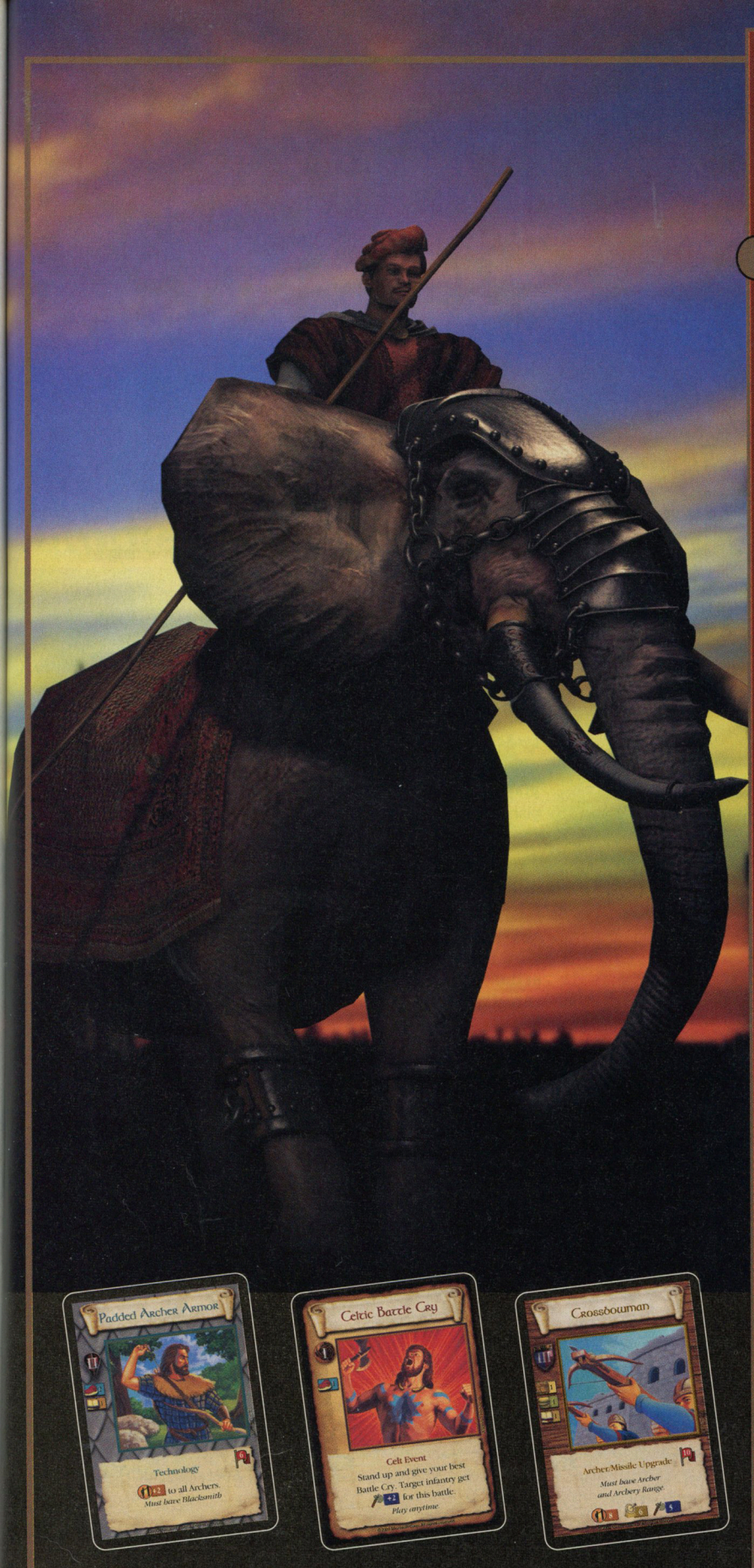
NAME: *Imajica*
GUILTY PARTY: HarperPrism, 1997
TYPE: Fantasy CCG
WHY IT SUCKS: Even though it only came out three years ago, we don't remember much about this game—except the flaming ass. Oh sure, some of the play comes to mind, like how everyone has to put their cards in the center of the table with no prayer of remembering whose card is whose. We remember that there aren't really any timing rules, and we remember that untuned starter decks are unplayable. However, it always comes back to the flaming ass...

What can you say about a game with a card that depicts a man whose ass is on fire? What can't you say?! *Imajica* will always go down in the *InQuest* annals—er, so to speak—as the game that made us laugh the most, but for all the wrong reasons. ■ *Jeff Hannes*



Ooops! GAMING'S BIGGEST F$%* BLUNDERS

Because of its sheer power, Dingus Egg landed a spot on *Magic*'s first restricted list. Say that again?



Age of Empires II

Expandable Card Game

Rome has fallen and the world is again in chaos.

You must take your place as the leader of a civilization and lead it to victory. Employ troops, develop technologies, and manage your resources to make the other civilizations cower before you.
Inspired by the Microsoft award-winning computer game, the Age of Empires Expandable Card Game from Journeyman Press™ requires cunning maneuvers and high strategy to emerge victorious. Do you have what it takes to...

Crush your foes?

COMING THIS FALL
in boosters and civilization specific starter decks from your local retailer.

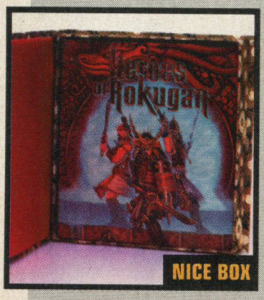
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The Game Begins Here™

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JURY BOX WE REACH A VERDICT

THUMBS UP

MAGE KNIGHT **This easy-to-learn, revolutionary miniatures game from newcomer Wizkids is collectible, comes prepainted, and everything you need to play is contained on a dial that forms the base of the figure. Way cool. Look for it this fall.**



NICE BOX

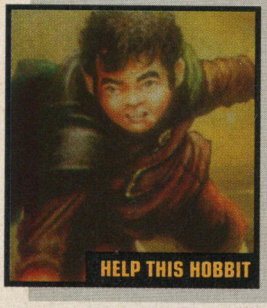
HEROES OF ROKUGAN **The *Legend of the Five Rings* brand team has outdone themselves with this limited edition—only 5,000 individually numbered copies made—featuring 27 exclusive cards, story and history books, all in a killer box and binder.**

FREE *D&D* CONVERSION **Modernize your favorite *D&D* character by downloading the free conversion manual—and not just a lame readme file, but a full-color professionally produced booklet. Link to *D&D* from www.wizards.com**

THUMBS DOWN

GAMING GIMCRACKS **We're not fans of the current trend that has games packaged with various plastic junk. The new *Dragon Ball Z* is a particular offender. The clunky plastic "scouter" and anger sword hinder play, and a paper clip and D6, respectively, work much better.**

ORIGINS AWARDS **Once the pride of the industry, these annual awards have hit rock bottom. This year, a 19th century railroad game is a finalist as "Best Sci-Fi" game and two of the "Best Historical Board games" aren't history based.**


HELP THIS HOBBIT

NO MIDDLE-EARTH CCG **With the first film a year-and-a-half away and preview trailers already being released, no company has latched onto the gaming license for this franchise. Wake up. This is gonna be huge. ■**

CONTEST WINNERS
ED McMAHON IS ON THE WAY!

DEAD MAN'S HAND **Maybe David Waters from Petoskey, Michigan, is a twin. Maybe not. The only thing we know is he can clone card types in *Magic* better than anyone else and wins this month's box of *Nemesis* boosters. ■**

Gone In 60 Seconds?
NASCAR CCG SPEEDING INTO STORES

The power, speed and excitement of Nascar racing is about to shift into high gear with its entry into collectible card gaming, courtesy of Upper Deck's *NASCAR Challenge 2000*.

"The exciting thing is," according to Jerry Bennington, the game's lead designer, "There's no other game like it on the market. Not one that captures the true essence of *NASCAR*."

Eight drivers have signed with Upper Deck for the game: Stewart, Labonte, Earnhart, Earnhart Jr., Martin, Gordon, Jarret and Wallace. You get two of each driver in the 60-card 2-player starter set. The game is driver specific, meaning players use the skills of the drivers to build a car, load it with options and race.

Three skills control the action of the game: driver, engine and tire skills. All the action takes place after players lay track cards, hoping to match the specific icons of their drivers' skills to the icons on the track cards. With other players—up to six can play—also trying to place favorable track for their driver, the course quickly gets tricky.



GORDON GET 'EM **Jeff Gordon is one of the eight racing stars in *NASCAR Challenge 2000*.**

Once the race begins, drivers use their skills to navigate while other players hurl "race action" cards to slow them. Anything can happen—from "Loose Lug Nuts" to "Slip Streaming" to a gentle 250-mile-per-hour "Bumper Kiss." Pay attention to your fuel gauge though; the key to the game is managing fuel consumption. Without some high octane, your game will, quite literally, run out of gas.

Upper Deck has devised a collectibility scheme for this game never before seen in a CCG. Plans call for 30 different gold foil stamped race action cards to be sequentially numbered from 1 to 25. Each numbered card will be a one of a kind and ultra-rare, though there will be common, numberless versions of the cards as well.

To get fans into the game, Upper Deck is working on a link from their web site—www.upperdeck.com—where you'll be able to watch streaming video on how to play. *NASCAR Challenge 2000* is scheduled for releases in August or September of this year. ■ *Andrew Lupp*

Ooops! GAMING'S BIGGEST BLUNDERS

One of the strangest misprints involves *Magic's Fallen Empires*. For some reason, at least one box of *Fallen Empires* was printed with card backs from a different company's game, *Wyvern*.

Monster Rancher

Collectible Card Game

Also shipping soon from Artbox: Monster Rancher Trading Cards and Stickers

This is not your little brother's monster battling card game!

Monster battling the way it should be...

Unlock the disc! Open up a new pack of *Monster Rancher* cards and get ready to battle for the side of the Goodies or the Baddies. Highlights of the set includes:

- Limited run, first-edition basic set
- Head-to-head Monster Battling action
- Foil chase cards of select monsters
- Fast, fun and furious, easy to play rules loaded with strategy

Available at finer comic, game, and toy stores everywhere.

June, 2000 Release

Theme Decks and Foil-Wrapped Booster Packs.



First Edition

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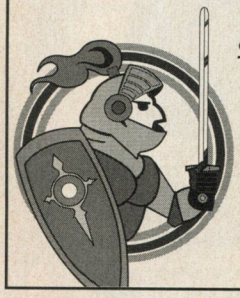
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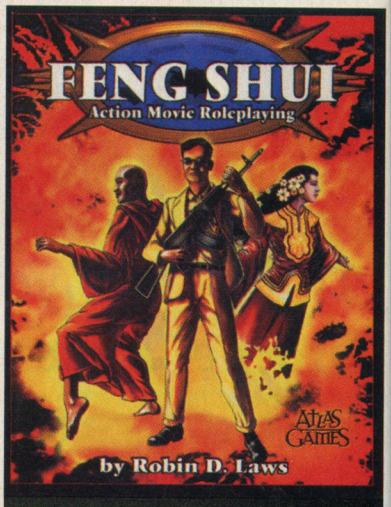


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License to Make a Killing?

ATLAS WORKING ON OGL *D&D* ADVENTURE



DUNGEONS & KUNG FU? Other RPG publishers may be allowed to publish *D&D* adventures.

Being a pioneer is scary stuff.

That's what John Nephew, president of Minnesota-based Atlas Games, is discovering. His company, best known as publishers of the *Ars Magica* and *Feng Shui* RPGs, is working to produce the first *Dungeons & Dragons 3rd Edition* adventure using Wizards of the Coast's open gaming license (OGL).

The OGL is an ambitious plan to increase the visibility of *D&D* by allowing non-WotC companies to publish support material for *D&D* without paying licensing fees.

"We have John Tynes, creator of *Unknown Armies* and *Delta Green*, working on what will likely be our first adventure [for *D&D*]," Nephew said. "I think it's important to be on-board as early as possible, to start making an impression on gamers and retailers as a company that can produce top-notch material."

According to Nephew: "I have no idea of what materials might sell and, if *D&D* adventures don't sell substantially more than, say, *Feng Shui* books, then we don't have much reason to do them. We're better off supporting our own properties than WotC's."

He also mentioned that, since there isn't an actual final written OGL in existence, nothing is set in stone. If for some reason WotC decides to kill the OGL or drags its feet in producing one, then no third party adventures will see the light of day. Atlas is thus far the only established game company to make public plans for producing materials under this plan. ■ *James Maliszewski*

RING WATCH

WHAT'S HAPPENING ON THE "LORD OF THE RINGS" FILMS

• Arwen seems to figure more and more into the film's plot. According to inside sources, Arwen and Haldir will lead a squad of elven warriors to defend the keep of Helm's Deep, which is being overrun by Uruk-hai orcs, and Arwen herself will aid at the Battle of Minas Tirith.

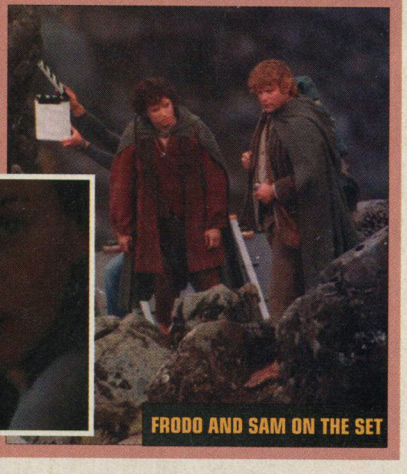
• A 36-year-old Yugoslav stuntman has been brought up on court charges for making a videotape copy of the current film footage with intent to defraud.

• There will be movie toys! Marvel Enterprises' Toy Biz (X-Men, Spider-Man) has nabbed the license, due out around the release of the film.

• Top game designer Reiner Knizia—*Samurai*, *Ra*, *Through the Desert*—has designed a LoTR board game.■



ARWEN



FRODO AND SAM ON THE SET

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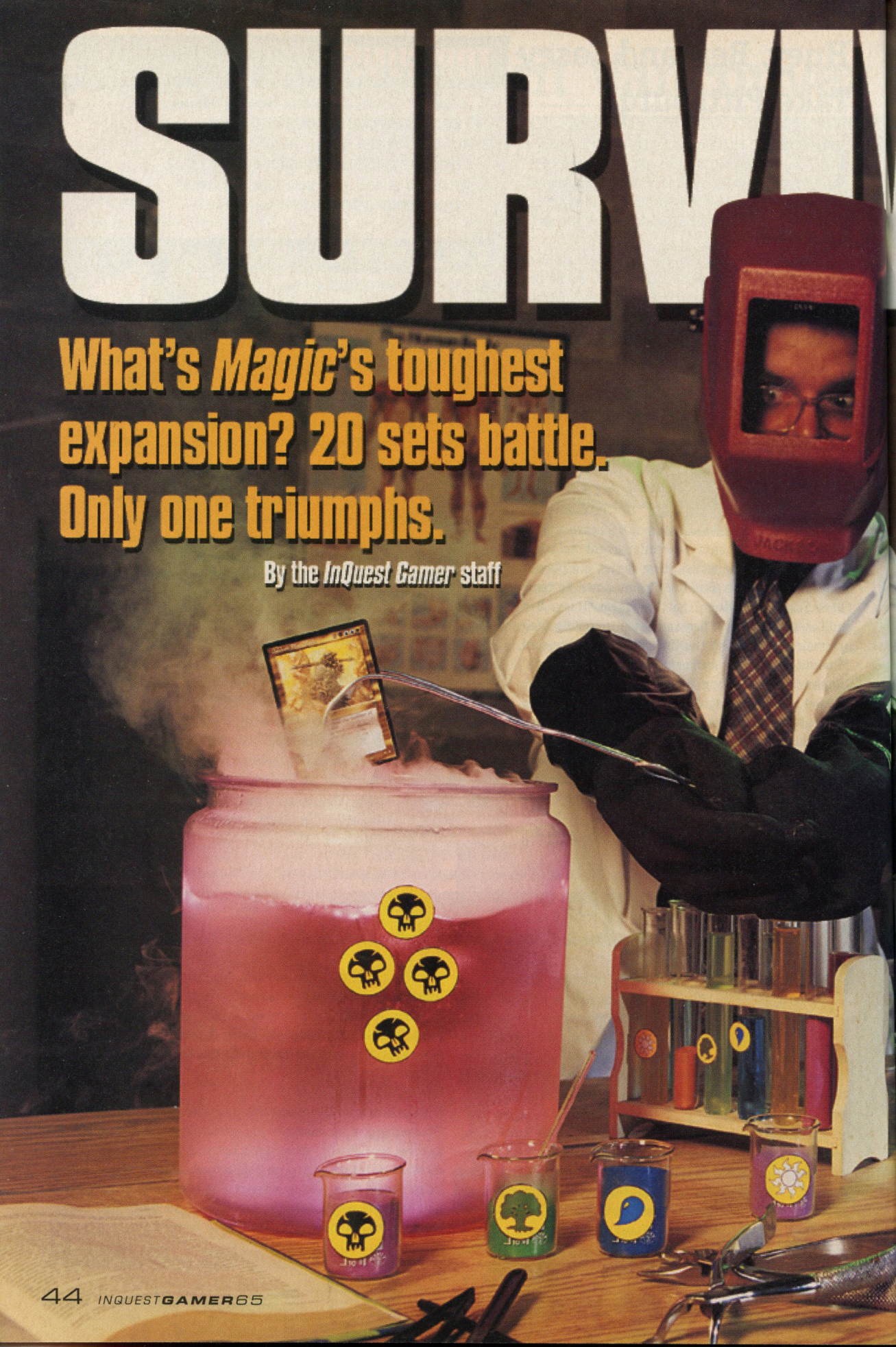
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SURV

What's *Magic*'s toughest expansion? 20 sets battle. Only one triumphs.

By the *InQuest Gamer* staff





VOR!

What sucks up toxic waste like soup? Is tougher than acid and bigger than a Tiger tank? And is also made of cardboard?

Take your pick of about 1,000 *Magic* creatures. In a mega-battle to see which expansion set was the most powerful of all time, *InQuest* pitted Triskelions against Masticores, Dakkon Blackblade against Mageta The Lion and even Sage Owls against Slivers. Necropotence battled Yawgmoth's Bargain and Fireblasts clashed with Parallax Waves.

The rules of engagement? Simple. The decks were only built with cards from their respective sets and there were no restrictions; you could put in four of any single card, even banned cards like Rishadan Port. No cards from the basic sets were allowed, so the blue *Nemesis* deck could not use Counterspells. All the decks were built to take advantage of the power cards in each set. So, for example, *Arabian Nights* played off its big djinns in green and black, and not its camels in white.

After what seemed like a million games, one set ascended to the top of the list. Was it *Fallen Empires* with its Hand Of Justice and Icatian Javelineers? No way. But it could have been any of the other sets from *Magic*'s seven year history...

20 Homelands (3-16)

Power Cards: Forest. Swamp.

How It Plays: Terrible, but we had to do the best we could with the black and green in this set. Your only hope was to get out a quick 3/3 Spectral Bears, enchant it with +4/+0 Feast Of The Unicorn and pray it didn't get blocked and die. There were some big guns like Autumn Willow and Ihsan's Shade; unfortunately, they're expensive legends and didn't come up as often as losers like Grandmother Sengir. For defense, you had to rely on green's Roots, an

Paul Schinaldi. *Magic: The Gathering* is a registered trademark of Wizards of the Coast.

enchant creature which permanently taps down a ground creature, but you still got creamed by flyers.

Why It Finished Dead Last: We'll skip the obvious answer. The honest truth is that it only won when the opposing deck choked on more land than the Louisiana Purchase.

19 Mirage (4-15)

Power Cards: Maro. Neetletooth Djinn.

How It Plays: Concentrated in green, this deck tried to overrun with somewhat-quick creatures like Mtenda Lion and Karoo Meerkat. Failing that, it attempted to slow down the opponent with Fallow Earth, slinging a land back on top of their deck. Failing to slow them down much, it looked to the Forest-eating Foratog, the 4/4 Neetletooth Djinn or the potentially huge Maro. Failing to kill them *still*, it strained to get enough Forests in play to make Waiting In The Weeds a better-than-miserable card. Failing that, it just died.

Why It Almost Finished Last: Its weenie creatures just weren't potent enough to match true speed with the critters in other sets like *Tempest* or *Mercadian Masques*. It never had enough mana to truly make its mana-intensive Foratogs deal the killing blow. It earned its reputation as the weakest standalone set.

18 Visions (4-15)

Power Cards: Fireblast. Impulse. Man-o-War. Rainbow Efreet.

How It Plays: *Visions* had an impressive air force with the hard-to-get-rid-of, phasing Rainbow Efreet and the solid 2/3 Cloud Elementals. Most of its weaponry, however, came from surprise assaults—Suq'Ata Lancer and Viashino Sandstalker attacked without summoning sickness, Man-o'-War bounced back big creature threats and Desertion could prove a game-winner, countering a tough creature and stealing it to your side. The impressive four-point Fireblast blew most things out of the water.

Why It Finished #18: A lot of bad luck contributed to how poorly the blue and red *Visions* did. It was able to pick off heavyweight *Antiquities*, but lost to decks it should have beaten, like *Homelands*, *Stronghold* and *Alliances*. In the end, it needed too much mana at all the wrong times.

17 Stronghold (5-14)

Power Cards: Crystalline Sliver. Mox Diamond. Volrath's Stronghold.

How It Plays: Slivers, baby! Either untargetable through the Crystalline Sliver or able to bounce back to your hand with the Hibernation Sliver, these two creatures were tough enough until you added the Soltari Champion and its ability to pump them up +1/+1 on the attack—then, they were just plain mean. A little countering from Mana Leak, card-drawing from Pursuit Of Knowledge and creature elimination from Death Stroke rounded out its artillery.

Why It Finished #17: It won the majority of its games with Volrath's Stronghold in play. Kill a sliver, and the Stronghold would fetch it out of the graveyard and place it back on top of your library to draw and replay the next turn. Decks like *Mirage*, *Visions* and even *Nemesis*, couldn't stand up to this constant creature pounding. However, its reliance on three colors frequently bogged it down, making it easy prey.

ACID TEST Even with powerhouse cards like Erhnam Djinn and Library Of Alexandria, *Arabian Nights* finished with a losing record.



16 Weatherlight (5-14)

Power Cards: Empyrial Armor. Ophidian. Thundermare.

How It Plays: Usually, Empyrial Armor created a monstrous 5/8 Ophidian or 7/7 flying Sage Owl to finish off a helpless opponent. Otherwise, Firestorm and Aura Of Silence eliminated creature and artifact threats, while Abduction stole the enemy's most formidable creature. Once your cheaper creatures were busy dealing damage and you had no more, the Steel Golem dropped in for some beatdown.

Why It Finished #16: The patriotic red, white and blue *Weatherlight* deck pulled off not one, but two stunning upsets. Against *Urza's Destiny*, *Weatherlight* force fed it a diet of a 6/6 first-striking Benalish Knight before *Destiny*'s Masticore could retaliate. Even wilder, it outraced *Tempest*, handing it one of its two losses. But when Empyrial Armor didn't show, *Weatherlight* lacked the "oomph" to put it over the top.

15 Alliances (6-13)

Power Cards: Browse. Force Of Will. Thawing Glaciers.

How It Plays: *Alliances* was the control deck of control decks in the

MAGIC TIMELINE

Arabian Nights	Antiquities	Legends	The Dark	Fallen Empires
1993	1994	1994	1994	1994

Ooops! GAMING'S BIGGEST BLUNDERS

The first edition of *D&D*'s *Deities & Demigods* almost got the company sued and shut down when TSR, without permission, included monsters based on the *Cthulhu* and *Elric* properties. Needless to say, those monsters were yanked next edition.

tournament. It built up tons of land with Thawing Glaciers. Countered with Arcane Denial or Force Of Will. Defended with Sworn Defender or Benthic Explorers. While all this was going on, it raced through its library using Browse until every card was gone and a Soldevi Digger was in play. At that point, recursion began, and it could draw any card out of its graveyard that it needed.

Why It Finished #15: Recursion is great—when you can get it; in fact, *Alliances* never lost when it Browsed through its whole deck, but the problem was getting to that ideal. It was too slow; quicker decks like *Antiquities* and *The Dark* ate it alive. Even slower combo decks like *Prophecy* gave it a shiner.

14 Prophecy (6-13)

Power Cards: Chimeric Idol. Citadel Of Pain. Troubled Healer.

How It Plays: Chimeric Idol made the deck tick. As long as this deck was tapped out, its creatures got bigger, Well Of Life added two to its life total and Well Of Discovery drew a free card. With Citadel Of Pain in play as well, Chimeric Idol tapped out the land, preventing all damage from the Citadel and, eventually, opposing decks took damage and died.

Why It Finished #14: *Prophecy* only worked when it cast both Chimeric Idol and Citadel Of Pain. Against countering, it lost. Against artifact or enchantment elimination, it lost. Against *Ice Age*'s Necropotence, *Alliance*'s control or straight creatures like those in *Fallen Empires*, it had a good time.

13 Fallen Empires (7-12)

Power Cards: Hymn To Tourach. Order Of Leitbur. Order Of The Ebon Hand.

How It Plays: Once it got rolling, *Fallen Empires* flattened the competition with a weenie army of pumpable, first-striking knights. It knocked out cards from the enemy's hand with Hymn To Tourach and Mindstab Thrull, then sniped away with the Aeolipile's colorless, direct damage.

Why It Finished #13: For those of you who thought going into this article that *Fallen Empires* would wind up at the bottom of the barrel—surprise! It cleaned up on most of the decks ranked beneath it and even managed impressive victories over *Arabian Nights* and the lightning-fast *Mercadian Masques*. Its big flaw—all its key cards cost either two black or two white, so it ran into mana screw from time to time.

12 Ice Age (8-11)

Power Cards: Icy Manipulator. Necropotence. Zuran Orb.

How It Plays: On the surface, this black deck had a lot going for it. Soul Burn's direct damage sucked life to your side, and Zuran Orb turned land into life, both which fueled that fiendish card-drawing engine, Necropotence. Icy Manipulator, Dark Banishing and Lava Burst protected against creatures. The pumpable, first-striking Knights Of Stromgald and the discarding Abyssal Specter ruled the table if supported.

Why It Finished #12: *Ice Age* soared with great card-drawing, but frequently crashed and burned when its creatures didn't quite stack up to the rest of the field. Overall, it performed inconsistently. Case in point: It dispatched powerhouses *Legends* and *Mercadian Masques*, but lost to *Mirage* and *Homelands*.

11 Arabian Nights (9-10)

Power Cards: Erhnam Djinn. Library Of Alexandria. Juzam Djinn.

How It Plays: We'll keep it simple: If Library Of Alexandria consistently drew cards, *Arabian Nights* won. Free cards added up to 5/5 djinns, Drop Of Honey to pick off little creatures turn after turn and Desert



THE BATTLE ROYALE

After over 1,000 games, here's how all *Magic*'s expansion sets fared against one another:



#20 Homelands (3-16): Beat

#19 Mirage (4-15): Beat

#18 Visions (4-15): Beat

#17 Stronghold (5-14): Beat

#16 Weatherlight (5-14): Beat

#15 Alliances (6-13): Beat

#14 Prophecy (6-13): Beat

#13 Fallen Empires (7-12): Beat

#12 Ice Age (8-11): Beat

#11 Arabian Nights (9-10): Beat

#10 Nemesis (10-9): Lost to

#9 The Dark (11-8): Lost to

#8 Exodus (12-7): Lost to

#7 Urza's Destiny (12-7): Lost to



#6 Antiquities (12-7): Lost to

#5 Legends (13-6): Lost to

#4 Urza's Legacy (13-6): Lost to

#3 Mercadian Masques (15-4): Lost to

#2 Tempest (17-2): Lost to

#1 Urza's Saga (18-1): Lost to

Twister to destroy any card in play.

Why It Finished #11: Many times its card-drawing failed; either Library Of Alexandria never showed, or by the time it did, *Arabian Nights* had already been forced to cast cards and lower its handsize so the Library was useless. It trod over most of the decks it was supposed to, and only beat *Nemesis* and *Exodus* in the top 10.

10 Nemesis (10-9)

Power Cards: Blastoderm. Jolting Merfolk. Parallax Tide.

How It Plays: The strongest card in this blue deck: Parallax Tide. *Nemesis* consistently nuked all opposing lands, leaving opponents helpless to 5/5 untargetable Blastoderms and flying Rootwater Thieves who could strip decks of their most valuable cards. Seahunter almost always recruited Jolting Merfolk to tap deadly attackers or a line of blockers to deal critical damage. If there was a monster out that *Nemesis'* creatures couldn't handle, Dominate stole it and added the monster's strength to the cause.

Why It Finished #10: Without a Parallax Tide for land nullification or two or three Jolting Merfolk for creature control, *Nemesis* floundered. The dreaded fading sometimes kicked in a turn before *Nemesis* was able to deliver the killing blow; hence, it lost to decks like *Mirage* and *Stronghold*.

9 The Dark (11-8)

Power Cards: Ball Lightning. Brothers Of Fire. Eternal Flame. Inferno.

How It Plays: An all-red, Sligh deck packed with pinging Brothers Of Fire, mana-producing Sisters Of The Flame, weenie goblins and two severe direct damage spells—Eternal Flame, which dealt damage equal the number of Mountains you had in play, and Inferno, which dealt six damage to all players and creatures. You might have guessed the MVP, though; Ball Lightning smacked around all manner of decks that didn't feature countering or instant direct damage.

Why It Finished #9: Can you believe *The Dark* made it this far? It was good, real good, but ultimately it was "*Tempest*-lite"—enough speed red to outrace the majority of the field, but not the big boys.

8 Exodus (12-7)

Power Cards: Oath Of Ghouls. Recurring Nightmare. Survival Of The Fittest.

How It Plays: The Recurring Nightmare deck ruled the tourney scene for over a year, and living up to its name, it was back. Coupled with Survival Of The Fittest, *Exodus* tossed creatures left and right to the graveyard while fishing through its deck to replace better, castable ones in its hand. Spike Weaver stymied creature combat, Ogre Shaman slung around direct damage, Thrull Surgeon removed troublesome cards from an opponent's hand and Thopter Squadron offered beatdown from the skies. It usually became a vicious cycle of different creature abilities and repeating damage.

Why It Finished #8: It's a combo deck, and most of the decks higher than *Exodus* on the list were too fast for it or were a better

Ice Age	Homelands	Alliances	Mirage	Visions	Weatherlight	Tempest
1995	1995	1996	1996	1997	1997	1997

Ooops! GAMING'S BIGGEST BLUNDERS

Magic sealed deck tournaments originally allowed participants to trade with one another. This rule was quickly squelched when teams of players would pool all their cards to create one monster deck.

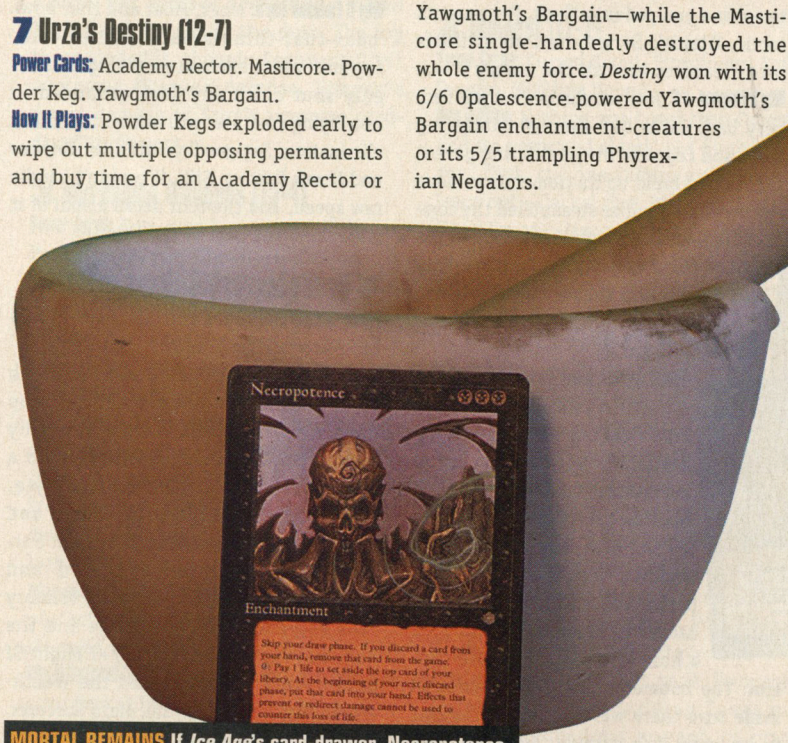
combo deck altogether. In one rare case, *The Dark* bested it when *Exodus* came up zilcho in the power cards department.

7 Urza's Destiny (12-7)

Power Cards: Academy Rector. Masticore. Powder Keg. Yawgmoth's Bargain.

How It Plays: Powder Kegs exploded early to wipe out multiple opposing permanents and buy time for an Academy Rector or Masticore. The Rector blocked whatever came its way to bring in a super enchantment—either Opalescence or Yawgmoth's Bargain—while the Masticore single-handedly destroyed the whole enemy force. *Destiny* won with its 6/6 Opalescence-powered Yawgmoth's Bargain enchantment-creatures or its 5/5 trampling Phyrexian Negators.

Why It Finished #7: The sheer power in many of the *Destiny* cards—just look down the list—easily overmatched most of the set's other cards one on one. It whacked around *Arabian Nights, Ice Age* and *Exodus* without much of a problem. However, it had a high mana curve. It took four mana for the deck to really get going, and against speed demons like *Tempest*, forget about it—no way did it have enough time. It also fell to direct damage on a couple of occasions.



MORTAL REMAINS If *Ice Age*'s card-drawer, Necropotence, got out, it ground the other decks to pieces.

6 Antiquities (12-7)

Power Cards: Mishra's Workshop. Rocket Launcher. Titania's Song. Triskelion.

How It Plays: With the Urza's lands and Mishra's Workshop, *Antiquities* generated more mana per turn than any other deck, except maybe the #1 deck. It was almost guaranteed four mana on turn two, sometimes six, and frequently raced out of the gates with an array of 4/4 artifact creatures—the mana-generating Su-chi, the pinging Triskelion or the flying Tetravus. If that wasn't enough, the 9/9 trampling Colossus Of Sardia or the artifact-devouring Atog

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The Winning Deck: URZA'S SAGA

It crushed the competition. *Saga*'s so unfair it has four banned/restricted cards, and half a dozen more that should be. By turn three, this deck could draw 14 cards a turn without breaking a sweat, then come back with a 20/20 Chimeric Staff to kill you dead, dead, deader.



ARTIFACTS
2 Chimeric Staff
4 Claws Of Gix
2 Karn, Silver Golem
2 Mishra's Helix
4 Temporal Aperture
4 Thran Turbine
4 Voltaic Key
4 Worn Powerstone

BLUE
2 Barrin, Master Wizard
2 Peregrine Drake
4 Time Spiral
4 Windfall

LANDS
18 Island
4 Tolarian Academy

finished off slower opponents. Backing all these potent creatures, Rocket Launchers unloaded one point of damage for every two mana pumped into them. For a swarm tactic, Titania's Song turned all artifacts into creatures to rush the enemy lines.

Why It Finished #6: Artifact elimination was bad, very bad. Cards like *Exodus*' Shattering Pulse and *Legends*' Divine Offering gave it fits. Left to build up its tremendous mana resources, *Antiquities* steamrolled the competition—it even took *Urza's Saga* to the limits—but a well-placed Disenchant or land destruction shut it down.

5 Legends (13-6)

Power Cards: Land Tax. Mana Drain. Mirror Universe. Moat.

How It Plays: *Legends* came to the battlefield with a little bit of everything. Card drawing: Land Tax fished out three lands a turn till the deck was a fine-tuned machine. Countering: The most potent of its kind, Mana Drain, backed by Remove Soul, stopped a host of threats. Creature control: The boomeranging Time Elemental made sure there were no large problems to be faced. Life gaining: Even if a deck managed to knock it around, *Legends* had a nasty trick up its sleeve—Mirror Universe; switch life totals when you're low, then kill the opponent with a flying Thunder Spirit or Azure Drake.

Why It Finished Top 5: Moat, Moat and that how-'bout-that-thing-around-castles card. *Legends*' white enchantment single-handedly shut down any deck grounded in non-flying creatures without enchantment elimination. Say goodbye to *Fallen Empires* and *Urza's Destiny*. Still, it couldn't handle raw speed, and the four decks ahead of it are among the best of that kind.

4 Urza's Legacy (13-6)

Power Cards: Deranged Hermit. Grim Monolith. Memory Jar. Rancor.

How It Plays: You might be able to block *Legacy*'s creatures, but you couldn't stop them; everything had trample. It usually flew out of the starting blocks with a Weatherseed Elf or Multani's Acolyte, quickly enchanted it with Rancor and attacked. Damage started piling up. Surprise Simian Grunts appeared and annihilated retaliators. Between Memory Jar's enormous card advantage and the huge slaying power of the +7/+7 Might Of Oaks, *Legacy* seldom needed the Weatherseed Treefolk or Multani, Maro Sorcerer. The star of the deck, however, was the Deranged Hermit and his army of 2/2 squirrels. One generally finished off an



BY A LANDSLIDE Nothing stopped the ultra-deadly *Urza's Saga*... well, maybe one deck did.

Stronghold	Exodus	Urza's Saga	Urza's Legacy	Urza's Destiny	Mercadian Masques	Nemesis	Prophecy
1998	1998	1998	1999	1999	1999	2000	2000

Ooops! GAMING'S BIGGEST BLUNDERS

All original cards in *Magic* have had their exact original rules text altered, except for two—Stream Of Life and Time Walk.

opponent; two always did.

Why It Finished Top 4: Superpowerful superstars like the Hermit, Monolith and Rancor left average decks like *Arabian Nights* and *Ice Age* in the dust. The top three eluded it, though; *Legacy* couldn't overcome *Masques'* defense, *Tempest*'s direct damage or *Saga*'s awesome card-drawing powers.

3 Mercadian Masques (15-4)

Power Cards: Ramosian Lieutenant. Rishadan Port. Story Circle. Thermal Glider.

How It Plays: The ol' white weenie deck is back and more brutal than ever. *Masques* overran the enemy as fast as possible, recruiting rebel upon rebel with the Ramosian Sergeant, Lieutenant or Captain. Dust Bowl obliterated pesky lands or Rishadan Port just flat-out tapped them. Arrest and Disenchant neutralized hassles. Usually opponents were dead before they drew their fifth land, but in case of mounting defenses, *Masques* cast a Reverent Mantra, gained protection of the appropriate color and stormed in for the victory.

Why It Finished Top 3: It could shut down single-color decks like *Urza's Legacy* with its Story Circle. It could speed to the finish line with the best of them. Decks like *Antiquities* and *Tempest* picked off its recruiters early and often enough to slow it down to mortal level and kill it.

2 Tempest (17-2)

Power Cards: Cursed Scroll. Fireslinger. Rathi Dragon. Scalding Tongs.

How It Plays: Nothing was faster than *Tempest* and its perfected classic red Sligh strategy. First, the one-casting-cost weenies leapt out—Jackal Pup, Mogg Conscripts, Mogg Fanatic, Mogg Raider. The two-casting-cost Fireslinger and Kindle supplemented them with direct damage. Once the four-casting-cost, 5/5 flying Rathi Dragon or the 4-point Lightning Blast launched into the fray, the game was usually over. If not, the steady damage of souped-up artifacts—Cursed Scroll and Scalding Tongs—destroyed all but the luckiest.

Why It Finished Runner-up: There was no contest against all but *Mercadian Masques* and *Urza's Saga*. In a battle of blazing speed, *Tempest* failed to draw a Cursed Scroll and lost to rebel recruiting. *Urza's Saga*'s Time Spiral card advantage not only powered up *Saga*, but took *Tempest*'s Cursed Scroll and Scalding Tongs out of the picture long enough to bring *Tempest* to its knees.

1 Urza's Saga (18-1)

Power Cards: Karn, Silver Golem. Time Spiral. Tolarian Academy. Windfall.

How It Plays: At first, you think...Claws Of Gix? Thran Turbine? Worn Powerstone? But watch this deck in action and you'll witness supermana in Tolarian Academy and super-card advantage with the broken Time Spiral and Windfall. Once a bunch of artifacts hit the table, the Academy fueled a machine that easily robbed you of all your mana during your upkeep (Mishra's Helix), drew seven new cards and untapped all its land (Time Spiral) or hammered you with Karn and his freshly conjured artifact creature squad. And sometimes, all at the same time!

Why It's The Best: On its way to a flawless performance, *Saga* stumbled mana-wise against *Mercadian Masques*. It didn't draw a Tolarian Academy in the first six turns, and *Masques'* rebels never gave it a second chance. Other than the one tarnish, no other deck came close—most, in fact, never even dealt it damage. Its unbelievably unfair card-drawing led to *Urza's Saga*'s domination and its claim as king of the *Magic* expansions.

Special thanks to our intern Zev Gurwitz. We couldn't have put all those cards in sleeves without him.




PALADIN
316
JERI
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Art by Dave Lari.

POWER PCs

From Zero to Hero: Building the Ultimate D&D Character

by Jeff Hannes

A fighter that can single-handedly take down an army? A thief that can backstab you when you're looking right at him? A wizard that wears armor and swings a sword in combat? Welcome to *Dungeons and Dragons Third Edition*. Whether you're a *D&D* veteran or a roleplaying first-timer, you just may be befuddled when it comes to the new plethora of options from which to choose when building your character. F'geddabout it. We're here to give you the low-down on how to build the perfect hit squad—adventurers at the top of their classes.

FIGHTER

Conan the Barbarian. Maximus Decimus Meridias. Lancelot *du Lac*. The most bruising fighters ever? Not quite. None of 'em have a thing on a fighter trained under the rules of *D&D 3rd*.

Picture this: You calmly unsheathe your sword and walk into a camp filled with rabid goblins. Six seconds later, you casually pull out a towel and wipe the blood off your blade, sifting your way through dead bodies as the rest of the camp flees in terror. And you're only fourth level.

RACE AND ABILITIES: When choosing a race, your best bet is to play a human so you can gain the extra skill points and, more importantly, a bonus feat. Dwarves aren't a bad choice either, but avoid races that lower your strength or dexterity.

For ability scores, there's no question which one should be number one. High strength equals a better chance to hit and more damage, and that's all you need to know. The others? While the extra hit points you get from having a high constitution are nice, first make sure your intelligence and dexterity are 13 or higher so you don't get shut out of taking juicy feats, like rapid shot and spring attack, that have ability score prerequisites.

SKILLS AND FEATS: Feats are the hallmark of the fighter class. They get way more of 'em than anyone else, which means they can pull off some nasty combos. For example, ambidexterity, two-weapon fighting and weapon focus will give you two attacks per round right from level one, and you'll only end up with a -1 penalty to hit.

However, if it's extra attacks you want—and the answer to that is "yes"—whirlwind attack is the way to go. With this insane ability you can attack every victim within five feet without taking any to-hit penalties. That's some serious carnage. The downside is that it has a fistful of prerequisites—four other feats, to be exact. The plus side? With the proper dedication, you'll fill 'em all by fourth level. Ride the whirlwind and you officially become a combat monster. In case that's not enough, take combat reflexes and you could theoretically fire off 12 attacks in one round!

And which weapon should you channel all this rage

through? No contest here. The most bruising fighter hacks his enemies apart with a greatsword. You don't have to be a gambling shark to know that a damage roll of 2d6 is better than 1d8. For armor, stick to a breastplate. With anything heavier, the bonuses you get will be negated by the penalties you take to your dex modifier.

Fighters don't have many options when it comes to skills, so go all out in the ones you do choose. A high ride skill comes in handy at the start of a fight, since a skilled rider can dismount as a free action. Climb is also a useful skill and it's one of the few that takes advantage of your high strength. Another area worth maxing, believe it or not, is the bowmaking craft. With a high enough skill, you can make a masterwork bow and masterwork arrows, which combine to give you +2 to hit with your ranged attacks.

ROGUE

Master of subtlety and sneaking, the rogue is an essential member of an adventuring party. However, it's abilities of deception that makes a rogue truly deadly. The perfect thief is also well-trained in the arts of combat, able to dole out more damage in a single attack than any other class.

RACE AND ABILITIES. The perfect rogue has a dexterity score of 20. You'll probably have to settle for something a little lower, but not by much if you play a halfling or an elf. As for the other abilities, most of a rogue's special abilities come from skills, so intelligence should be your next highest score. How you mix up the rest doesn't really matter, though wisdom is the least useful.

When choosing a race, there's only one question: elf or halfling? If you look at classic fantasy worlds like Middle-earth and *D&D* settings like Dragonlance, the halfling is the obvious choice. Heck, the whole concept of the race is based on the slippery-fingered Bilbo Baggins. However, our choice for the ultimate rogue is the elf.

Why? For starters, all elves can use a rapier, the best rogue weapon since it has a critical threat range of three. More importantly, all elves also have an innate ability to spot secret doors without even looking for them. This ability will prove invaluable to any party, whether they're crawling through a dungeon or trying to find the hidden stash in an enemy's treasure hoard.

SKILLS AND FEATS. Skills are the bread and butter of a rogue's special abilities- they get twice as many skill points as any other class, so use them wisely. Don't waste your time trying to be a jack-of-all trades. Max out as many skills as possible, starting with the most important of them all: Bluff.

Bluff is the game's most versatile skill. Aside from the obvious uses of tricking your way past guards and lying your way out of trouble, it has some serious applications in combat. With a successful bluff check, you can hide when someone is looking directly at you, and you can feint in combat, creating a situation where your nasty sneak attack comes into play.

Outside of combat, no rogue ability is more important to a party than stealth, so be sure to max your hide skill as well as your move silently stats. And since you'll be expected to do a lot of snooping you'll want to be top notch at searching, especially if you choose to play an elf.

You should also boost up the skills that aren't available to most other classes: decipher script, disable device and read lips. Also, any character



WHIRLING DERVISH The whirlwind feat allows fighters to simultaneously attack everyone nearby. Yes, everyone!

the perfect FIGHTER

DESSEN IRONS: lawful neutral, 4th level human fighter

A traveling mercenary, Dessen Irons is a hulking brute with surprising quickness and agility. He lives for battle and is constantly in search of opportunities to demonstrate his prowess. The more men or beasts he fights at once, the greater his rush of adrenaline.

When hired as a mercenary, Dessen Irons is a loyal servant...until he deems the job for which he was hired to be finished. Then, he could just as easily join the cause of his employer's enemies.

ABILITY SCORES: Str 17, Dex 16, Con 15, Int 13, Wis 11, Cha 8
WEAPONS AND ARMOR: masterwork great sword: +7 to hit, 2d6+3 damage; masterwork mighty long composite bow with masterwork arrows: +9 to hit, 1d8+3 damage; breastplate: +5 ac, -4 armor check
COMBAT: ARMOR CLASS 18 (19 with Dodge), 36 hit points, +3 initiative
SAVING THROWS: fortitude +6, reflex +4, will +2
SKILLS: climb (+6), craft: bowmaking (+8), disable device (+2), handle animal (+5), ride (+10)
FEATS: combat reflexes, dodge, expertise, mobility, spring attack, whirlwind attack

Ooops! GAMING'S BIGGEST !#$% BLUNDERS

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can learn the open locks skill, but no class can train it as high as a rogue. Finally, unless you plan to spend every waking hour in a dungeon, deceptive skills like disguise and forgery are guaranteed to come in handy.

As for feats, make the most of the one you get at first level. Skill focus, which gives you a +2 bonus to one of your skills, isn't a bad option, but the best choice is improved initiative, which gives you a +4 to all your initiative rolls.

Why is that such a big deal? Simple. The awesome sneak attack ability kicks in whenever your opponent can't use his dexterity bonus to armor class—like during the first round of every combat, before he's had a chance to act.

Finally, if you don't have a high strength score, you'll want to take weapon finesse when you get your second feat at third level, since it could give you as much as a +4 bonus to hit.

the perfect ROGUE

SORELIS: neutral, 3rd level elven rogue

The silver-tongued thief Sorelis is a mercenary for hire, but he won't join just any group. His interests seem straightforward enough—to get paid—but unbeknownst to the party, there's always an ulterior motive. He chooses his employers for a reason.He's searching for those with enough power to free his homeland from demonic invaders.

Sorelis is quick, clever and witty. He has deadly accuracy with both his custom-crafted rapier and his light crossbow, and a stock of poison-tipped crossbow bolts for special occasions.

ABILITY SCORES: Str 10, Dex 18, Con 12, Int, 16, Wis 9, Cha 14
WEAPONS AND ARMOR: masterwork rapier: +7 to hit, 1d6 damage (+2d6 for sneak attack); light crossbow: +6 to hit, 1d8 damage and poison.
combat: armor class 16, 18 hit points, +8 initiative
SAVING THROWS: fortitude +2, reflex +7, will +0
SKILLS: bluff (+8), decipher script (+9), disable device (+9), disguise, (+10), forgery (+9), hide (+10), move silently (+10), open locks (+10), pick pocket (+10), read lips (+9), search (+11)
FEATS: improved initiative, weapon finesse (rapier)
SPECIAL: evasion, uncanny dodge

WIZARD

Wizards are best known for their ability to dole out spells of mass destruction. But before you get too excited about the prospect of being a human cannon, realize that juicy damage spells like fireball and lightning bolt don't come until fifth level.

With the ability to cast only a few spells a day, practically no fighting capabilities and the hit points of a rabbit, getting into the action at lower-levels can be tough. Of course, the trade-off is that you'll be the party's most powerful characters at around ninth level. But why wait?

If you want to play a strong, well-balanced wizard, don't play a wizard right away. That is, take advantage of *Third Edition*'s multiclass rules and start as a fighter. When you reach second level, begin training in the arts of wizardry and stick with it from that point forward.

Even though you'll probably never train as a fighter again, the benefits will last throughout your adventuring career. For starters, you'll be able to use any weapon or armor. That's right, unlike in *Second Edition*, a wizard can still cast spells while wearing armor. There's a moderate chance your spell will fail, but the penalty can be negated with the "still spell" feat.

You'll also gain an extra feat, +1 attack, +2 to your fortitude saves and the maximum 10 hit points for beginning as a fighter. Not too shabby.

RACE AND ABILITIES. Don't let the fighter stuff throw you off track when it comes to your ability scores. Intelligence is your main priority, and your second highest score should be either dexterity or constitution to improve your defense. Follow with strength, but don't worry about wisdom or charisma.

For race, any choice other than half-orc works, but if you choose to multiclass and start as a fighter, your options are more limited. To avoid a nasty experience point penalty, you'll need to choose from human, half-elf, elf or gnome.



ROGUE RUNNER A well-designed rogue shouldn't have to run from much. He should be able to bluff his way out of most situations.

Ooops! GAMING'S BIGGEST #$%* BLUNDERS

Steel Golem's picture was originally supposed to be the picture for Karn, Silver Golem, but the design team decided it looked too wimpy.

Listings

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SPELLS AND SKILLS. So what about the wizard stuff? Without question, you should specialize in a school. With some of the best all-purpose spells in the game—including rope trick, haste and polymorph—transmutation is the top choice. The downside to specializing is that you'll have to shut yourself out of up to three schools. To allow yourself maximum flexibility, choose divination, necromancy and enchantment as your barred schools. These have the fewest spells, and none that are essential to a wizard's career such as abjuration's dispel magic.

The next step is choosing spells. Not including cantrips, a first-level wizard's arsenal is limited to only a few, so you should choose ones that offer flexibility.

Magic missile isn't really worth it until fifth level; you'll get better results from area-effect spells like sleep and hypnotism at the lower levels. You should also have at least one spell that allows you to perform feats of supernatural misdirection, such as change self, silent image and unseen servant. For defense, shield or mage armor are both choice spells.

You'll also get to pick a familiar, and it's well worth it. Don't get too caught up in their supernatural abilities though. You might want to choose a toad for the +2 constitution it gives you, but it has limited mobility. In the long run, you'll gain more benefits from a sharp-eyed flier like a hawk or an owl.

When picking skills, the top two for any wizard are concentration and spellcraft, while the various knowledges are also good. As for cross-class skills, spend at least two points each on disable device and search, since both gain bonuses based on your intelligence score.

FINISHING TOUCHES

They say nobody's perfect. Tell that to these powerhouses. Building the perfect character isn't as hard as it seems. But remember, while a perfect character will score you experience, the truly legendary ones have personalities and histories that explain why they're as good as they are or why they've chosen their skills and abilities. They're the characters whose tales will live on long after you've told them to your grandkids. Perfection is boring; it's the flaws that make us who we are. So remember when you build your character that it takes more than number crunching to make him great.

Still... There ain't much that beats 12 attacks per round....

Jeff Hannes gave his wizard Merlin Jr. the whirlwind attack; he thought it would allow him to break wind more efficiently.



WIZ KID Intelligence is your main priority as a wizard—but you'll want to start as a fighter.

the perfect WIZARD

KARAK: chaotic good, 3rd level human wizard/1st level fighter

Once a soldier, Karak quickly learned his limitations when his army was decimated by a wizard defending the town they were attacking. The sole survivor, Karak abandoned his martial ways and convinced the wizard to school him in the ways of magic.

Now alone, Karak follows his own path in search of more power so that he can defend the helpless towns as his mentor once had. At times, he is reckless, but his intentions are always pure. Karak keeps his weapons and armor concealed beneath his robes and has mastered the art of readying his sword in a split-second to catch his opposition off-guard.

ABILITY SCORES: Str 16, Dex 12, Con, 15, Int, 16, Wis 10, Cha 9
WEAPONS AND ARMOR: *longsword:* +5 to hit, 1d8+3 damage; mighty longbow: +3 to hit, 1d8+3 damage; leather armor (+2 ac, 10% spell failure); large wooden shield (+2 ac, 15% spell failure)
COMBAT: armor class 15, 27 hit points, +1 initiative
SAVING THROWS: +5 fortitude, +2 reflex, +3 will
SKILLS: alchemy (+10), concentration (+7), knowledge, arcana (+10), knowledge, magical beasts (+10), search (+6), spellcraft (+10)
FEATS: extend spell, quick draw, scribe scroll, still spell
COMMON SPELLS: (Transmutation specialization)
Cantrips: detect magic, ghost sound, light, mage hand, read magic
1st level: burning hands, change self, feather fall, shield
2nd level: blindness, bull's strength, rope trick

Uoops! GAMING'S BIGGEST !#$% BLUNDERS

One of the later expansions for *Spellfire* listed the game as "*Sellfire*" on the outside of the box.

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what is
MATRI
IT'S THE C
GAME YOU'L
by jeremy smith and
the IQ GAMER staff

the X?

OLEST CARD NEVER SEE

IT'S A CRIME. "The Matrix" is the best sci-fi movie in recent memory, two more sequels are in the works, and the closest we've come to a collectible card game is gluing Keanu's head on our Mastic-cores. How can there not be a *Matrix* CCG, when it seems like nowadays all we get are licensed properties like *MLB Showdown 2000, WWF: Raw Deal* or the upcoming *Harry Potter* CCG?

But all that doesn't stop us from making our own *Matrix* card game. We called upon the imaginative powers of top designers Dave Williams (*Doomtown, Legend of the Five Rings*) and Jim Ward (*Spellfire, Dragon Ball Z*) to help us cook up the way a *Matrix* game should work. Our database was brimming with so many cool ideas, we decided to lay down the foundation for the game we'd most like to see. Who knows, if not a card game, maybe it'll show up as an online game first.

TRUE TO THE FILM

What if *Legend of the Five Rings* didn't have fighting samurai? What if all *Magic* creatures had the same power? The games just wouldn't be the same if they didn't play off the fun elements of their subject matter. With that in mind, we asked our designers the first question: What's the one thing you would do to make *The Matrix* CCG true to the film?

David Williams: You need to reflect accurately the dual nature of the Matrix's realities. In the "real" world, the humans have a severe limitation of resources, but they are capable of so much while they are in the Matrix. Regardless of which reality they are in, however, the humans are fighting a guerrilla war; they will always have less firepower, but they have the advantage of surprise and flexibility.

Jim Ward: There need to be two levels of play. In one level, you are hooked into the Matrix; in the other, you are in the real world and your cards react in another, very different manner. I think I would have some sort of storytelling element to the Matrix cards. The out-of-Matrix play would be much more of a numbers game with warlike combat and unusual cards thrown in to spin the battles in all sorts of storytelling directions. Perhaps I would use both sides of the cards. Having no backs, one side would be Matrix and the other would be real world.

***InQuest*:** The coolest things in "The Matrix" are the nigh-unstoppable AI Agents. To simulate these cards, we'd give them killer-high numbers to take out virtually any threat and the power of "transformation," to steal the appearance of any other being in the Matrix. However, their true strength would lie with their ability to jump in and out of play at the speed of an "instant" and appear at any location in the blink of an eye.

INSIDE THE MATRIX

WHAT YOU DON'T KNOW ABOUT YOUR FAVORITE SCI-FI THRILLER



MODEL REBEL Carrie-Anne Moss (Trinity) got her start as a model. In fact, she was in the "Melrose Place" spinoff "Models, Inc." in 1994 and 1995. Coincidentally, she also played in a TV series called "Matrix" back in 1993.

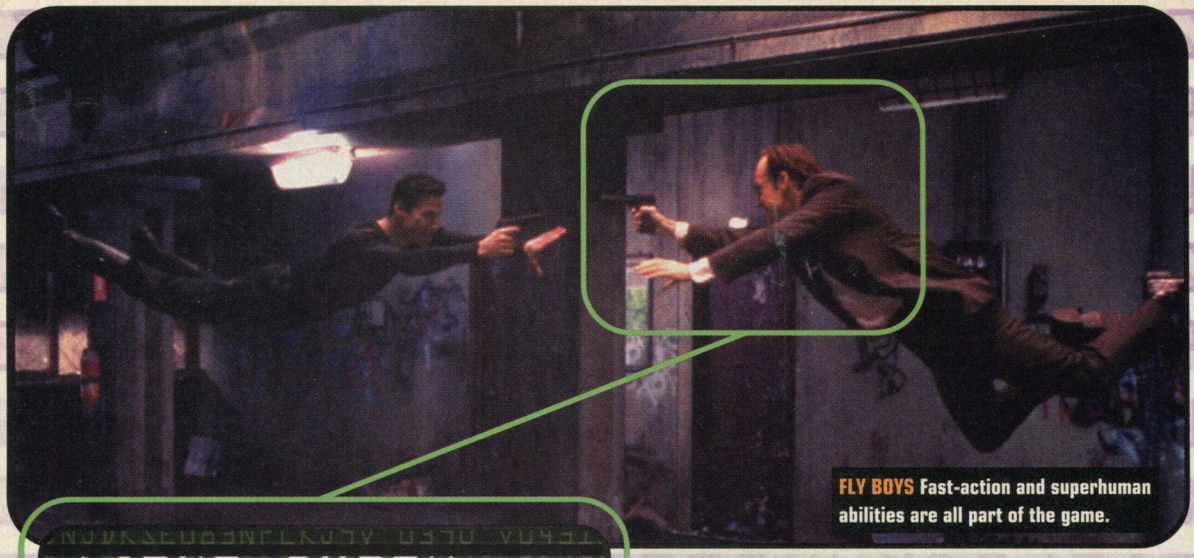


BUTT WHOOPING Hong Kong movie star and martial arts master Yuen Wo-Ping—appropriately pronounced "whooping"—trained the movie's stars for about half a year so they could perform the fight scenes themselves.



DIRECTORS IN DISGUISE If you wanna catch a glimpse of directors Larry and Andy Wachowski, they appear as window washers outside Neo's office building.

Matrix ©1999 Warner Bros. Screen Captures: © Twentieth Century Fox.



FLY BOYS Fast-action and superhuman abilities are all part of the game.



#1 WITH A GUN Agent Smith would be a *Matrix* CCG powerhouse.

CARD POOL

Enough cards for strategy, but not enough to overwhelm your wallet, we'd shoot for about 300 in the mix. Which direction should the card pool go? Lots of action cards to match the rapid-fire pace of the film? Or maybe the character cards would be our big guns?

Williams: There certainly need to be character cards; the characters are the core of any licensed product. But "The Matrix" is an action movie and the cards need to project the feel of raging gun battles, last-second escapes and the warping of realities. There should be special action cards that can only be played depending on the character's "understanding of the Matrix." Different humans would have different ratings; Morpheus would be quite high, of course, but only Neo would have a higher rating than the AI Agents and access to the most powerful "Matrix cards." Of course, the Matrix cards are completely worthless when the conflict takes place in the "real" world. There would be characters that could not cross over the realities; the Agents couldn't go to the real world, just as the humans Tank and Dozer couldn't enter the Matrix.

Ward: My perfect mix would certainly go deep into the surreal aspect of the Matrix. Anything can be programmed into the Matrix and the cards would reflect that. At the very least, I would have the players meet characters out of history as allies and enemies.

***InQuest*:** Our action cards would be dual purpose—real world on the top, Matrix on the bottom. A powerful Matrix card would be a weak real-world card. For example, the card .38 Bullet could prove deadly as a surprise attack in the physical world, but might be much more easily dodged inside the

Agent Smith, Neo/Smith: Foto Fantasies



THE ONE When the police burst through the door of Trinity's room in the opening sequence, the door number is 303. Of course, Neo's door number is 101, representing that he is The One.



DIGITAL FLIPS During many of the action scenes, the characters wore harnesses to do their unreal flips and twists. The harnesses were later erased digitally.



BULLET TIME Many of the action scenes were filmed using a revolutionary "Bullet Time" system of 120 still cameras and a pair of motion-picture cameras to enable a scene to be captured and manipulated from virtually any angle.



PASTA GUY Keanu Reeves (Neo) has held some unusual jobs in addition to being an actor. An avid hockey fan and player, he once had a job sharpening ice skates. He was also the manager of a pasta shop and is still the lead singer of the band Dogstar.

Matrix. When deck-building, you could stack up on powerful Matrix cards, but then if the conflict suddenly shifts to reality, you're out of luck.

CARD DRAWING

When it comes to the ever-valuable card-drawing, you can take it slow like *Magic*'s one card a turn or fast like *Sailor Moon*'s refill your hand every turn. The high-octane action of "The Matrix" says lots of cards to all of us.

Williams: While *Star Wars* and *Netrunner* have shown that a good design can be hampered by "I don't want to play that faction" concerns, a two-faction design for the *Matrix* seems like the best starting point. I would like to see the Agents as an overwhelming force that the human player has a hard time dealing with; their stats and resources should be much higher than the humans, but the humans should have greater card-drawing capabilities to represent their flexibility.

Ward: I would consider doing a "matrix" of cards placed face down on the table. Each section of the matrix would have a different meaning and use. Whoever moved there first would get to draw the card.

***InQuest*:** Everyone starts out a prisoner of the Matrix, only drawing a single card a turn. Once your true identity emerges—say, after you play a special character card—you get to draw extra cards. The deeper your awareness level in the Matrix, the more options you have—i.e., the more cards you draw; Neo might draw up to five cards a turn to Trinity's three.

MAKING IT DIFFERENT

With over 100 CCGs out there, do we adapt one of the currently available game mechanics or come up with something entirely new for our *Matrix* design? Since we're all big fans of innovation, the answer would be "expect the unexpected."

Williams: Tough question. I've always considered my strength as a game designer to be in taking other people's great ideas and combining them in new and innovative ways, rather than the complete innovations of something like *Magic: The Gathering* or *DiscWars* that create an entirely new genre. I think the combination of dual worlds, like in *Heresy*, and unequal equals, as in *Netrunner*, and even more so in Games Workshop's *Space Hulk*, would lead to a game with a different feel from anything else out there. Then again, over the course of the design process, it's entirely possible that our team would come up with something that is completely unlike anything that's been done before.

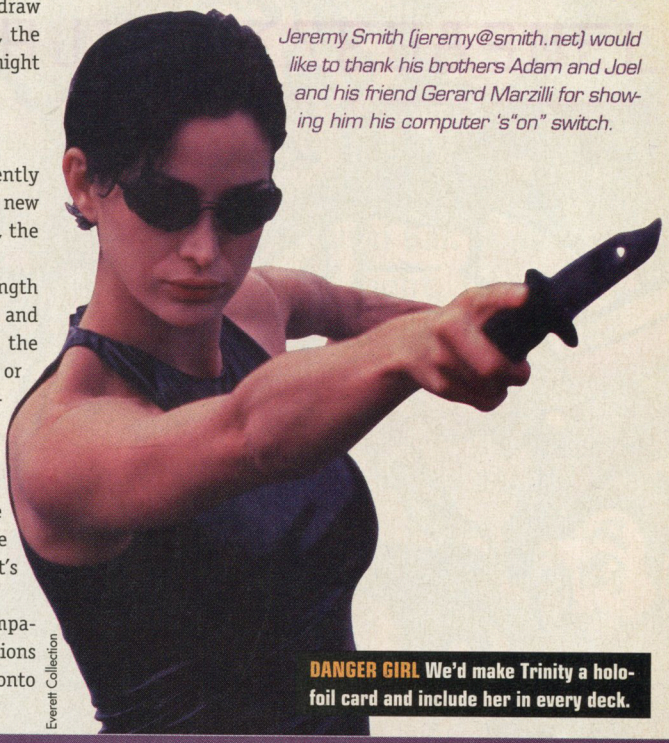
Ward: I love to put in gameplay features that other companies haven't tried yet. I could imagine several important situations in the game where you had to actually drop a small plastic CD onto the playing surface for a specific effect, making the game a skill-and-action game as well as a CCG. The feature would have to fit the theme of the game, but I like visual elements as well as pretty cards.

***InQuest*:** Every game of *The Matrix* has a built-in mini-auction. You start play with your main character, one enemy card—which you'll control to hunt others—and 100 credits. With these 100 points, you "buy" your abilities. For example, in a four-player game where you're playing Neo and Agent Smith, there would be four Matrix Awareness skill cards to bid on. Operating like "danger sense" and perception, you decide Neo needs Matrix Awareness and shell out 64 points for a champion-level skill rating, the highest. You might only have enough points left over to be average in the rest of your skills, but your godlike Matrix Awareness will sense Agents in the phone lines and spot a gun before it's even drawn.

There are as many directions to take a *Matrix* CCG as there are circuits at Norad. The second film is due out in 2002, so maybe some game company will snatch up the rights before then.

Of course, who's to say this game isn't real already? We're dealing with the Matrix, after all; you could be trapped in it right now, being force fed Pikachu instead of Trinity...

Jeremy Smith (jeremy@smith.net) would like to thank his brothers Adam and Joel and his friend Gerard Marzilli for showing him his computer 's"on" switch.



Everett Collection

DANGER GIRL We'd make Trinity a holofoil card and include her in every deck.



MEN IN BLACK SHADES Some of the crew that worked on "The Matrix" worked on "Men in Black." The Matrix Agents are called Smith and Jones, and in "MiB," the actors are Will Smith and Tommy Lee Jones.



SUPPORTING STARS Joe Pantoliano (Cypher) had a bit part in Oscar-winner "The Godfather II" and Laurence Fishburne was in the Vietnam War classic "Apocalypse Now." Coincidentally, both films were directed by Francis Ford Coppola and starred Marlon Brando.



BABE MAGNET Hugo Weaving, generally an actor in serious films, did the voice of Rex the sheepdog in "Babe" and "Babe: Pig in the City." In the upcoming "Lord of the Rings" films, he plays Elrond.



MATRIX 2 Due Christmas 2002, Reeves and Moss have signed on, with Laurence Fishburne (Morpheus) and Jet Li (a new character) as strong possibilities. It's set after the first movie, so expect superhuman feats out of Neo. "Matrix 3" is slated for summer 2003.



COME ONE, COME ALL Artist rendition of massive *InQuest* chaos tourney.



by the *IQ Gamer* staff
Art by Brian D. Ahern

The tri-state area had never seen anything like it. *InQuest Gamer* brought together every *Magic* player we could scare up, along with their kid brothers and even a couple of the more intelligent pets to stage the biggest chaos game ever recorded.

The result was 521 *Magic* players packed into the Hoboken Best Western Conference Center and Sushi Bar. It wasn't a pretty sight. The stench level was definitely several ranks below putrid and the geek factor was firmly pegged at 11.

As for rules—what rules? You could play any deck you wanted, as long as it was Type I legal.

And We're Off...

After resolving a 24-way tie to see who goes first, *InQuest*'s own Editor Mike Searle gets the first play by rolling three 20s in a row. What are the odds?

Mike drops an island and plays Telepathy. The gust created by 3640 cards hitting the table at the same time stirs up the air to "gotta puke" level. Somebody from the far side of the table nails Mike with a spit wad.

11:25 to 12:14

Players #2 through #198 play a land. Sev-

eral Moxes, Wild Dogs and a couple Pouncing Jaguars hit the table. One of the dogs isn't cardboard. It's a beagle. Security takes him out.

12:15

Some kid with a propeller beanie casts a Pikachu. Security takes him out.

12:16

A guy sporting a dog collar and a Mötley Crüe tattoo Dark Rituals to play an Iron Maiden. Everyone groans.

12:16

Half a dozen Disrupts are cast. By the time we figure out whose Disrupt is disrupting whose Disrupt, no one remembers whose turn it is. Dog-collar boy wins the argument but is tapped out and has his Iron Maiden countered.

12: 24

Mox, Mountain, Flame Rift. Everybody takes four points of damage.

12: 44

We're up to player #295, the first girl. She drops an Oath Of Druids. Cheers erupt.

12:50

Two guys in a row play a Swamp, Lotus Petal, Dark Ritual and then cast Unnerve. Everyone discards four cards. No, wait, a kid with an "I'm With Stupid" T-shirt Forks one Unnerve. Everyone discards six cards. One guy's forced to toss his Ritual/Syphon Soul combo that would have gained him 1040 life. He starts to cry. Security takes him out.

12:55

Everyone is playing with just one card and the card they draw. *IQ*'s own Associate Editor Brent Fishbaugh manages a combo: chucking a red card to play Cave-In. Everyone takes two points of damage. Somebody, unhappy with this, nails Brent with a spitwad.

12:59

Up next is a guy who's still shuffling his deck. We disqualify him for illegal shuffling.

12:58

In rapid order, two Rathi Fiends are "oathed" into play. Three points of damage for all. Everyone's life is at 8.

1:24

An Angry Mob is oathed into play. It's an 88/88 trampler. Woo-hoo!

1:59

A rich kid sucking on a bubble pipe shows off by using a Black Lotus to cast a Sizzle. That leaves him at 8 life, everyone else at 5 life.

2:01

A couple minutes later a Shivan Raptor hits the table. It's controller walks around the room and slams it in front of bubble boy and shouts: "Haste, baby!" It deals him 3 damage, bringing him down to 5. Cheers follow. Some light, nerdish dancing takes place. High-fives all around.

2:10

A Dark Ritual gets a Bottomless Pit into play. Now everyone is playing with just the card they draw.

2:11-2:21

Sixty-four people draw a card, some play a land.

2:22

IQ Gamer Associate Editor Paul Sudlow mills through half his deck due to the "Oath." The first creature he gets to is a Magmasaur. He sacrifices it to deal five points of damage, killing everyone. The game is a 521-way tie with 123 people never getting a turn.

2:22

Somebody pegs Paul between the eyes with a spitwad.

2:23

IQ Gamer Managing Editor Tom Slizewski fails to hide the straw fast enough. Security takes him out.

WACKED OUT

Wacky observations at the world's biggest *Magic* game.

STRANGEST T-SHIRT: Picture of Ball Lighting with the words: "Haste: Don't bother running, you'll only die tired."

WEIRDEST DECK TYPE: White direct damage.

STUPIDEST COMBO: Turn one Dark Ritual, Circling Vultures, two points of mana burn. We don't know why.



BEST OUT OF CONTEXT QUOTE: "I'm gonna whip out my Spitting Slug and show you." In reference to an argument about what color this creature was.

ANIMALS WHO PLAYED: Three dogs—all played Bone Harvest decks—and one cat, playing Trinity Green. Go figure. ■

The IQ Gamer *staff uses Porta-Potty brand portable toilets exclusively. They are open to other product endorsements though.*



LISTEN YOU SCREWHEADS **Artist's rendition of our communications problem at world's biggest chaos game.**

Ooops! GAMING'S BIGGEST !#$%' BLUNDERS

A lot of things don't make sense in *Magic*. One of the game's dynamics was thankfully eliminated long before *Magic* hit store shelves: walls could attack.

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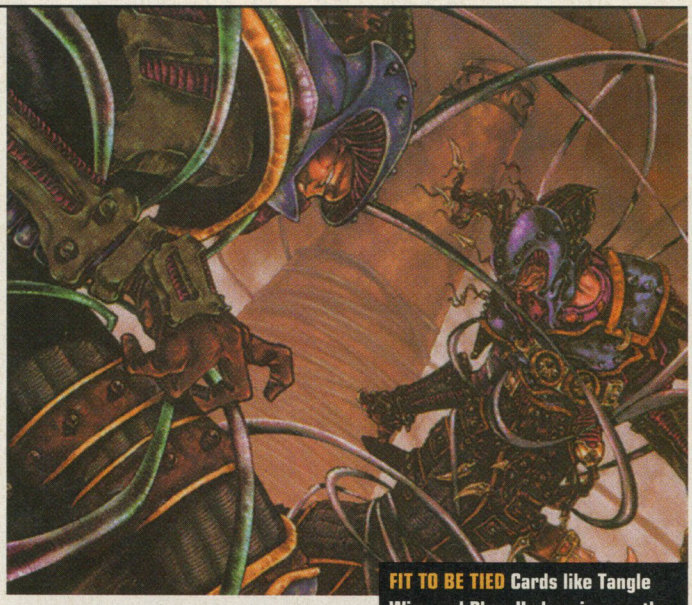
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KillerDecks

Trinity Green

by Zev Gurwitz

Like a gallon of Gatorade at halftime, Trinity Green has leapt from nowhere to rejuvenate green decks with its fast mana, huge green creatures and—especially—the delaying tactics it uses against your opponent to give you even more casting speed. Nothing quite says "rumble in the jungle" like a herd of squirrels and blastoderms romping across the table for a big score.



FIT TO BE TIED Cards like Tangle Wire and Plow Under give you the mana advantage you need to win.

How to Play

Trinity Green was one of the surprise decks at the U.S. Nationals this year. Released on the Internet only a week before the big event, the deck originally debuted at the Norwegian Nationals. Utilizing the fast mana producers available to green, the Trinity deck attempts to quickly cast large and game-breaking spells in order to defeat your opponent. This strategy is supplemented by the use of sorceries and artifacts that deny your opponent mana, giving you a chance to strike first and hardest.

The chief aim of the deck is to drop a Tangle Wire or Plow Under, followed quickly by a Deranged Hermit or a Blastoderm in the first four turns. To accomplish this, the deck contains 17 cards that accelerate its mana base, including Birds Of Paradise, Llanowar Elves, Roffelos, Llanowar Emissary and Gaea's Cradle. With so many mana-increasing cards, a turn three Plow Under or Deranged Hermit is not only common, but expected and necessary.

However, the mana production is only half the deck. Its strength comes from the synergy between the various cards. With 13 large and mean creatures, such as Blastoderm, Deranged Hermit and Masticore, Trinity also features many stall cards that buy you time by gaining you the mana advantage—just in case the cards don't immediately fall as you hope. Fallow Earth and Plow Under are both powerful Time Walk-like effects designed to slow the growth of your opponent's strength by depriving him of resources.

The irreplaceable card of the deck is the fading artifact Tangle Wire, the sleeper card of *Nemesis*. The Wire's ability forces your opponent to tap a card for every fading counter on his upkeep. Though it does target both players, you have the added advantage of removing a fading counter and tapping the Tangle Wire itself—you'll always be tapping two fewer real permanents than your opponent. Multiple Wires ensure a bigger lockdown.

Another key card in the deck is the Skyshroud Poacher. This little rebel may look like an expensive 2/2, but his ability to fetch one of your many elves for three mana a turn is one of the most powerful effects in the deck—especially when you consider that the squirrel-generating Deranged Hermit is an elf himself; if allowed to continue fetching Hermits, the little squirrels will continue to multiply—and get bigger and bigger.

The other stars of the deck are the seven legendary cards. Gaea's Cradle and Rofellos, Llanowar Emissary. Both cards produce more than one mana when tapped and give Trinity the speed it needs to win. A turn two Rofellos usually guarantees a turn three combination of Tangle Wire/large creature, or you can just cast a Hermit or a Plow Under.

Weaknesses

One main problem with this deck is its vulnerability to mass removal



the deck

ARTIFACTS
3 Masticore
4 Tangle Wire

CREATURES
4 Birds Of Paradise
4 Llanowar Elves
2 Priest Of Titania
4 Rofellos, Llanowar Emissary
4 Skyshroud Poacher
2 Blastoderm
4 Deranged Hermit

SPELLS
2 Fallow Earth
4 Plow Under

LAND
16 Forest
4 Rishadan Port
3 Gaea's Cradle

SIDEBOARD

4 Ticking gnomes	3 Splinter
1 Blastoderm	2 Smokestack
1 Fallow Earth	1 Masticore
2 Creeping Mold	1 Reverent Silence

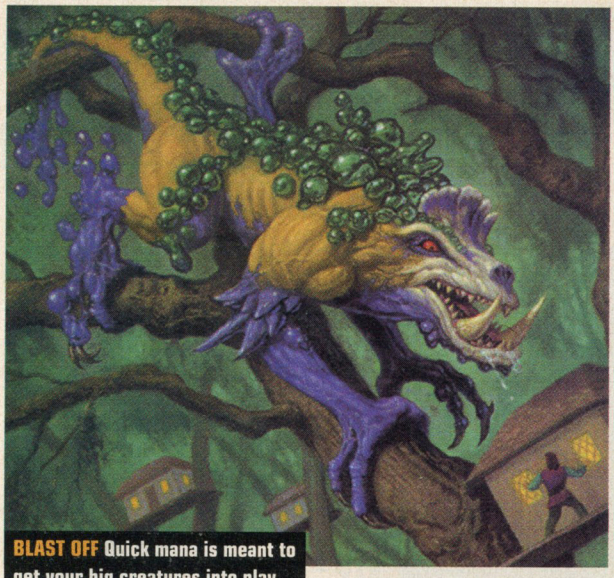
SUBSTITUTIONS

Gaea's Cradle → Havenwood Battleground
Rishadan Port → Forest
Tangle Wire → Fallow Earth
Masticore → Blastoderm

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Ooops! GAMING'S BIGGEST BLUNDERS

Sierra Studios followed up their best selling Europe-based *Panzer General* computer game with *Pacific General*. Too bad they didn't change the weather routine; now, you're often fighting on snow-covered tropical islands.



BLAST OFF Quick mana is meant to get your big creatures into play before your opponent can defend.

cards like Wrath Of God and Cave-In. An early Cave-In or Earthquake will slow Trinity and maybe even cripple it beyond function. The same goes for Powder Keg, as the elves are easy prey due to their low casting costs.

The deck is also vulnerable to fast creatures that are larger than yours. This problem comes primarily against black and Accelerated Blue, as both decks have fast mana producers in Dark Ritual and Grim Monolith. Your main fear from these decks is Masticore; the big artifact can quickly kill almost anything in your deck, and you have few answers for its regeneration ability.

The last deck type to be wary of are combo-based decks, as Trinity has few ways of stopping a player from going off once his combo has been reached. The deck has almost no way to stop a Yawgmoth's Bargain deck from going off, even if Tangle Wire and Plow Under both resolve. The other deck of which to be wary is Replenish, which is arguably the most powerful deck in sight. If the Replenish player gets to four mana, be careful, because you're close to losing the game.

How to Sideboard

The deck's sideboard is the key to defeating some of your more troublesome match-ups. The two Creeping Molds and the three Splinters are necessary to defeat the ever-present threat of the Masticore. To find room for them in your deck, consider losing a couple Fallow Earths and perhaps a Blastoderm, since it's one of the weaker cards against a Masticore.

The extra Fallow Earth and the Reverent Silence give you an extra boost against the deck of the season, Replenish, and you can take out the Masticores in your main deck to make room for them. You can also bring in Smokestack against Replenish, as well as against Control-oriented decks. Another purpose for Smokestack would be to use it against Bargain. When combined with a Plow Under, the Stack can create a soft lock that a Bargain player would be hard pressed to escape.

Finally, the fourth Masticore and the four Ticking Gnomes are for such creature decks as Rebel, Stompy and Goblin. To make room, you can take out Tangle Wire, as these decks aren't as hurt by it as most others—except of course against Fish, which you can mark down in your Tournament report as a bye.

Zev Gurwitz's favorite card is Deranged Intern; it generates 1/1 mommy tokens.

Foto Fantasies.

the non-killer deck

THEME DECK



CHURCH & STATE

After seeing all the problems various religious groups have with *Magic* and various similar games we like, we're all for the separation of church and state. However, we thought it'd be fun to see if the two could actually work in harmony rather than duking it out, so we built a *Magic* deck that combines elements of both. Have fun playing this deck next time you bring it to school and remember not to tell anyone about the card sacrifices you'll be performing or they might get the wrong idea.

■ *Jeremy Smith, solitari altar boy*

CHURCH

1 Abbey Matron
1 Academy Rector
1 Benalish Missionary
1 Exorcist
1 Farrelite Priest
1 Icatian Priest
1 Miracle Worker
1 Monk Idealist
1 Monk Realist
1 Preacher
1 Reliquary Monk
1 Sacred Guide
1 Soltari Monk
1 Soltari Priest
1 Blessing
1 Fanatical Devotion
1 Sheltering Prayers
1 Worship
1 Wrath Of God

STATE

1 Akron Legionnaire
1 Ardent Militia
1 Aysen Bureaucrats
1 Defender of Law
1 Hand Of Justice
1 Honor Guard
1 Icatian Lieutenant
1 King Suleiman
1 Kjeldoran Royal Guard
1 Lawbringer
1 Peacekeeper
1 Staunch Defenders
1 Voice Of Law
1 Volunteer Reserves
1 Absolute Law
1 Arrest
1 Justice
1 Land Tax
1 Tariff

LAND

18 Plains

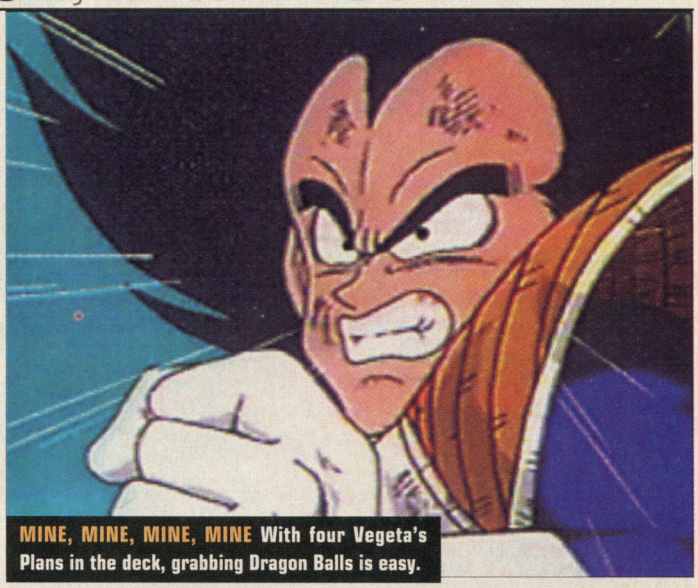
More KILLER DECKS for your other favorite CCGs →

Killer Decks 2

Vegeta's Balls

by James M. Ward

"It's laughable! The pitiful champions of Earth have united in their futile attempt to defeat your alien Saiyan forces. All you've come for are seven little Dragon Balls. But if they're not willing to yield to their betters, you are more than able to show them the error of their ways. They will rue the day they dared to face the wrath of Vegeta! Bwah-ha-ha-ha!"



MINE, MINE, MINE, MINE With four Vegeta's Plans in the deck, grabbing Dragon Balls is easy.

Deck Concept

As the Vegeta player, you're going for a Dragon Ball victory. Your goal is to draw the cards you need to place all seven Dragon Balls out as quickly as possible. Rising in anger level is not on the cards for you—so to speak—so you won't find many drills in this deck. And when you do get 'em onto the table, don't discard 'em unless your foe forces you.

"Defense, defense, defense" is the name of the Vegeta's Balls deck. If at all possible, avoid attacking throughout the entire game. Your deck is focused on acquiring Dragon Balls as quickly as possible.

And don't forget that Tokui-Waza power-up bonus! This boost'll help you ramp your power stages up quickly.

How to Play

In the early game, concentrate on boosting your power stages and getting Dragon Balls into play as soon as possible. Don't worry about going on the offensive. Remember, you don't need to fight to win—at least not yet—and cycling cards back into your life deck from your discard pile is more important than boosting your anger level.

When you get your power stage to the maximum limit for your personality card, that's the signal to begin searching your and your opponent's decks for Dragon Balls.

Use your four Vegeta's Plans to fish Dragon Balls out of your deck. Don't go hog-wild, though; hold at least one of them back if you can in case somebody knocks a Ball from play to the bottom of your life deck.

Approach combat with caution; this the phase where you risk losing your Balls to other players. Fortunately though, this is also the phase where you can both steal Balls from them and recover your own stolen property. Don't hesitate to ditch non-combat cards in the final physical attack option if it'll win you back your prizes.

Combat may not be your forté, but you do have some solid fighting cards to fall back on when your opponent comes gunning for you. Saiyan Arm Throw is a two-fer; it gives you a strike at your opponent, while shutting down his next attack. This can be a lifesaver if he's got a significant power advantage and is set on cornering you. The last thing you want to be doing is discarding cards after bottoming out on power.

On defense, you're on solid ground. Saiyan Energy Aura shuts down an energy attack and, like the Arm Throw, shuts down your opponent's next attack. Saiyan Full Spin Kick does the same for physical attacks. Then there's your super-defense cards—like Saiyan Truce Card, Vegeta's Stance and Vegeta's Surprise Defense—which can shut down an attack cold.



the deck

MAIN PERSONALITY
1 Vegeta Personality 1
1 Vegeta Personality 2
1 Vegeta Personality 3

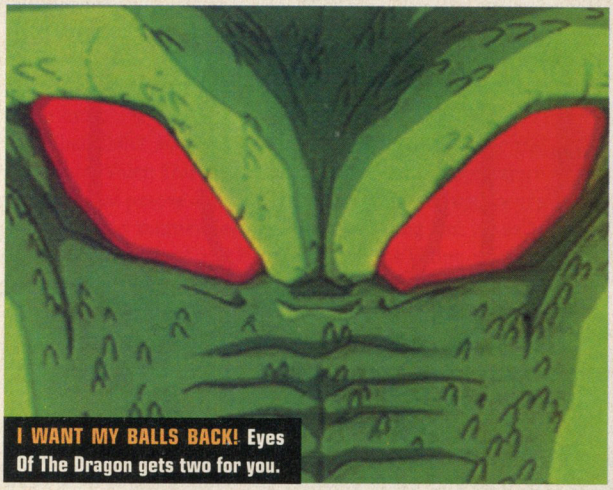
COMBAT
1 Earth Dragon Ball Capture
1 Earth Dragon Ball Combat
3 Saiyan Arm Throw
2 Saiyan Energy Aura
3 Saiyan Full Spin Kick
2 Saiyan Truce Card
4 Vegeta's Energy Blast
4 Vegeta's Energy Stance
4 Vegeta's Surprise Defense

NON-COMBAT
1 Earth Dragon Ball 1
1 Earth Dragon Ball 2
1 Earth Dragon Ball 3
1 Earth Dragon Ball 4
1 Earth Dragon Ball 5
1 Earth Dragon Ball 6
1 Earth Dragon Ball 7
1 Eyes Of The Dragon
2 Power Up!
1 Saiyan Battle Terms
3 Saiyan Energy Blast
2 Saiyan Energy Defense
1 Vegeta's Dragon Ball Capture
1 Saiyan Power Drill
4 Vegeta's Plans
1 Vegeta's Quickness Drill
1 Vegeta's Trick

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Ooops! GAMING'S BIGGEST !#$% BLUNDERS

You might think that the *Babylon 5* RPG would feature plenty of rousing space battles and the TV personalities. But no, neither appear.



I WANT MY BALLS BACK! Eyes Of The Dragon gets two for you.

By the mid-game, your opponent probably has a Dragon Ball or two on the table, and that means it's time to go fishing. You've got a limited number of capture cards you can use to go after your opponent's Balls. Eyes Of The Dragon is your killer fetch card; not only does it grab a dragon ball out of your deck, it also steals one from your opponent as well! Eyes Of The Dragon could easily be a game-ender for you. Earth Dragon Ball Capture lets you grab an orb with no warning. Earth Dragon Ball Combat isn't quite as good since it requires you to win an energy combat first, which could be a problem once your opponent realizes you're going for the Dragon Ball win and is sure to go all out to deny you that particular victory. If your opponent has stolen one of your Balls, these cards'll can also bail you out and get it back.

All your Dragon Balls rock, of course, but Earth Dragon Balls 3, 5 and 7 are especially useful. Drawing new cards will get you all that closer to that final victory orb, and if you time it right, you can get some key cards—such as Earth Dragon Ball Combat—from your discard pile back into your life deck as well.

Vegeta's Trick is a great way to explore your opponent's deck, but be aware that it's primary effect is to bury his Dragon Ball at the bottom of his life deck. This could be a problem if you plan on stealing it from him.

Weaknesses

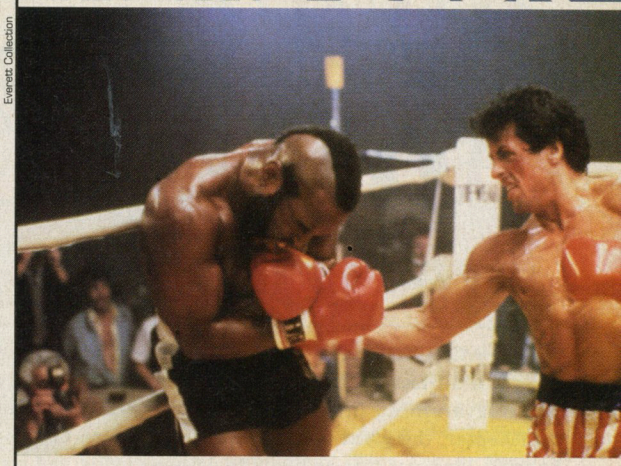
Dragon Ball theft is you greatest threat. Look out for opponent tactics which rob you of your Dragon Balls—and victory. There are plenty of penny-ante cards that'll send your Dragon Balls to the bottom of your life deck. If this happens, haul them back out again with Vegeta's Plans.

But the worst threat is the life card capture rule, which allows an opponent to capture any single dragon ball card from your table mix if his attack forces you to discard five or more cards. This could wreak havoc with your strategy, and unfortunately, you're in a bad way if the game gets to this point. You can use your limited capability in recapturing Dragon Balls, but you can't count on those cards turning up when you really need them. Your super-defense cards are your best bet for preventing a power-drain scenario like this.

James M. Ward's been in the game industry since Adam. He's made major contributions to several CCGs, including Dragon Ball Z, Wheel of Time, *and, uh,* Spellfire.

the non-killer deck

THEME DECK



Everett Collection

PUNCH OUT!

Punching, kicking and blasting his way through the galaxy, our buddy Nappa has truly seen it all. He's really happiest when he's punching holes in things. Well, with this deck, you can help.

Your goal is to do huge amounts of damage every turn—often enough to steal enemy dragon balls. Use the anti-anger cards to calm down a foe so he doesn't win by maxing his personality cards. But with any luck, you'll pound your opponent into mincemeat way before he gets near his third level personality.

Use your Power Up! and Senzu Bean cards as soon as you get 'em—with this bruiser, you always want to be at your highest power stage level. ■ *James M. Ward, Dragon Ball Goalie*

MAIN PERSONALITY

1 Nappa 1
1 Nappa 2
1 Nappa 3

COMBAT

3 Black Front Kick
3 Black Knife Hand Strike
3 Black Turning Kick
3 Blue Forward Foot Sweep
3 Blue Round Throw
3 Orange Arm Bar
4 Nappa's Blinding Stare
4 Nappa's Energy Aura
4 Nappa's Physical Resistance
3 Orange One Knuckle Punch
3 Orange Standing Fist Punch
3 Orange Two Knuckle Punch
3 Red Back Kick
3 Red Knife Hand
3 Red Lunge Punch
3 Red Palm Heel Strike
3 Red Reverse Punch
3 Saiyan Pressure Punch

NON-COMBAT

3 Orange Joint Restraint Drill
3 Power Up!
3 Senzu Bean

DECK BUILDING 101

The 100-Card Deck

by Mike Searle

My first deck ever was a huge, 100-card monster, and I lost big time. I got stomped because I threw everything into the deck—that awesome flying Ornithopter, the giant Leviathan and even some Crimson Kobolds—and was just as likely to draw a Thallid as I was land. Years later, I've returned to my roots, but this time with a fine and cunning plan...

Step 1: Theme

If you're going to build an extra-large deck, why not take advantage of that fact? One card abuses big libraries: the artifact Crumbling Sanctuary. Once it's in play, each point of damage that would be dealt to a player instead removes the top card of that player's library from the game. Damage means nothing. You've effectively changed the rules of *Magic*; no longer are you racing to do 20 damage to your opponent—and, with so many extra cards in this deck, you've gained a 40-point "life" lead.

Step 2: Colors

Classic blue and white provides the board control we'll need to slow an opponent in order to set up our Crumbling Sanctuary trick and keep it in play. Blue's our primary color with lots of countering to prevent threats and protect our Crumbling Sanctuary. White supplements with defensive cards like the creature-destroying Wrath Of God and the damage-denying Story Circle.

Step 3: Creatures

In this deck, your number one concern is maintaining control of the board. Cards like Stinging Barrier for two blue and two generic mana and Ballista Squad for one white and three pick off enemy troops and provide steady creature elimination. To strengthen your countering, I've included two Spiketail Drakes. Not only are they decent 3/3 flyers at five mana, but you can sacrifice them to counter a dangerous spell unless your opponent pays three more. To rule the board's artifacts and enchantments, I've added two Devout Witnesses (W2), which can destroy both card types, and one Fountain Watch (WW3), which prevents your artifacts and enchantments from being targeted.

Next, I wanted to ensure my defense. With that in mind, blue's weighty 5/5 Saprazzan Outrigger is a great choice for only four mana. It deters smaller ground-pounders from attacking—which is almost anyone—and, later in the game, can beatdown with the best. Over in white, the cheap Longbow Archer (WW) is blessed with first strike and the ability to block flyers—a great defender in any color.

On the attack, I went with six unblockable creatures—



LEARN YOUR LESSONS The Enlightened Tutor is one key to getting at your Crumbling Sanctuary.

the deck
BIG MAMMA

ARTIFACTS
4 Crumbling Sanctuary
2 Flint Golem
3 Marble Diamond
3 Sky Diamond
2 Worn Powerstone

BLUE CREATURES
4 Blockade Runner
2 Phantom Warriors
2 Saprazzan Outrigger
2 Spiketail Drake
2 Stinging Barrier

BLUE SPELLS
4 Counterspell
2 Dominate
2 Foil
3 Rethink
2 Soothsaying
2 Tinker
2 War Tax

WHITE CREATURES
1 Ballista Squad
1 Fountain Watch
2 Devout Witness
2 Longbow Archer

WHITE SPELLS
2 Arrest
4 Enlightened Tutor
4 Last Breath
2 Seal of Cleansing
2 Story Circle
1 Wraith of God

LANDS
22 Islands
14 Plains

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Ooops! GAMING'S BIGGEST F#$%* BLUNDERS

Gary Gygax's wife Mary suggested he call his grounbreaking RPG *"Dungeons & Dragons."* Gary intended to call it *"The Fantasy Game,"* only changing the title right before it went to print.

four common Blockade Runners (U3) and two uncommon Phantom Warriors (UU1). Once your defense is set, these unblockables can slip through for a little damage here and there, adding up to a big hurt.

What didn't make it? Rarity kept me from including the Rootwater Thief. This merfolk would have been perfect, since it can fly and remove a card of your choice from your opponent's library. Other tourney favorites like the flying and virtually unkillable Palinchron and Morphling, and the killing-machine Masticore would certainly help, but were too expensive.

Step Four: Spells

To make this 100-card beast manageable, the deck comes equipped with several search cards. No better "deck organizer" exists in the Standard environment than Soothsaying; for one blue, this enchantment can rearrange the top X cards of your library, where X is how much mana you spend. For finding a Crumbling Sanctuary, Tinker (U2) and Enlightened Tutor (W) both do the job, though Tinker sacrifices an artifact in play. The Tutor can also be used to fetch other artifacts and enchantments, which are needed immediately.

Since we want to buy time for our deck to switch the victory condition to loss of library instead of damage, we need to slow down our opponent. Counterspell is a must; for only two blue, it can stop any threat. Rethink serves the same function, though it's a bit more expensive to cast. The UU2 Foil costs twice what Counterspell does, but has the luxury of a free alternate casting cost by pitching an Island and one other card.

Countering isn't your only weapon; enchantments define your defense. For one white and one generic, Seal Of Cleansing cleans up a pesky artifact or enchantment. Thinking longer term, look to the damage-stalling Story Circle (WW1) and War Tax (U2). By spending white mana, Story Circle can wreck a deck relying on a single color; against broader threats, pump mana into War Tax and stymie your opponent from using the majority of his army.

Of course, the key to most decks' survival is creature elimination, and this one's no different. Your big gun is the "wipe out everyone" Wrath Of God (WW2); only one exists in the deck because of rarity, but put in three more if you can afford it. At three mana, white's Arrest can nullify any creature, especially one with a particularly nasty special ability, like Greel's built-in Mind Twist. The two-casting-cost Last Breath kills fast nuisances, while the powerhouse blue card, Dominate, steals an annoying creature and puts it into play under your control.

Step 5: Lands

In a 100-card deck, it's easy to figure out your land ration. Thirty-six lands equal 36 percent mana in your deck. This ratio is only slightly above average, but with Marble Diamond, Sky Diamond and Worn Powerstone artifacts also boosting your mana total, you shouldn't have any problems.

Take your punches early, hang in there as you set up your game lock and you'll prove that lean isn't always mean. Plunk down a single Sanctuary, and your opponent'll quickly feel the chances for victory crumble in his grasp.

Mike Searle once built a 20-card deck, but got eaten alive by his opponent's first card—a Millstone.

HONOR ROLL

Lots of competition in a 100-card deck for the top stand-outs, but here are the seven that fortify the whole pile:



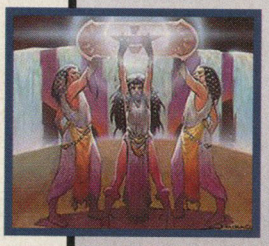
CRUMBLING SANCTUARY: The heart of the deck, the Sanctuary turns your library into 100 points of life. Against your opponent's measly 60 life, you'll be the new powerhouse on the block.



ENLIGHTENED TUTOR: Your odds of drawing exactly the right card in this deck are a long-shot. Don't be a slave to fate; cast the Tutor to fetch the Crumbling Sanctuary, War Tax or Seal Of Cleansing you need.



FLINT GOLEM: Doubtful you'll see this artifact in other decks. It's a bit expensive for a 2/3, but its card-tossing ability turns into three points of damage in this deck.



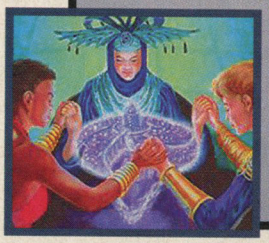
FOUNTAIN WATCH: Once this artifact- and enchantment-preserving creature hits the table, your opponent will first have to eliminate this guy to get at your Crumbling Sanctuary.



LAST BREATH: Forget the drawback. Giving your opponent four life to kill one of his annoying 2/2 creatures doesn't matter at all when you just want to run your opponent out of cards.



PHANTOM WARRIOR: Once Crumbling Sanctuary is in place and you have defense going, let your unblockable creatures like the 2/2 Phantom Warriors whittle away your opponent's deck.



SOOTHSAYING: This key searcher speeds up getting the cards you need and finding that extra mana or Arrest just when you need it.

TEST YOUR SKILLS: THE WORLD'S WORST MAGIC PLAYER NEEDS YOUR HELP...

DEAD MAN'S HAND

THIS MONTH'S CHALLENGE:

THIS LAND IS DEAD LAND

by Rei Nakazawa

You can't WIN.

If you have to say one nice thing about Eugene T. Dudley—and there aren't that many nice things to say—it's this: he's enthusiastic. As soon as *Prophecy* came out, he bought up every booster he could afford, and played with every single card he got. Unfortunately, that enthusiasm's coming back to haunt him now in his game against Daniel "Deadshot" McKay. Eugene's own Citadel Of Pain has brought him down to 1 life while Daniel sits untouched behind a buttload of artifact mana and red pingers. The Big Dud's goin' down hard on the next turn.

But Eugene doesn't want to end up killing himself. He can't be hurt by the Citadel if he doesn't have lands, right? **Help him destroy all of his own lands by the end of the turn.** That way, at least, Deadshot will have to earn his victory—at least a little bit.

Keep in mind the following:

- Eugene is at 1 life. Since you're trying to save him, as unworthy as he is, make sure he survives the turn.
- Eugene's graveyard is currently empty, and Daniel is tapped out. Not that he needs to do anything, mind you.
- No, Eugene hasn't really used the power of the Adventurer's Guildhouse. Surprised? We aren't.
- Don't worry about what's in your library or Deadshot's cards; Eugene sure isn't.

Paul Schiraldi. *Magic: The Gathering* is a registered trademark of Wizards of the Coast.

CARDS IN HAND

1 Pyroclasm
1 Warmonger
1 Search For Survivors
1 Flowering Field

CARDS IN PLAY

1 Ancient Hydra (with 4 fade counters)
1 Jolrael, Empress Of Beasts
1 Latulla, Keldon Overseer
1 Skull Catapult
1 Citadel of Pain
1 Alms
1 Castle

LANDS

2 Forest
2 Mountains
2 Plains
1 Lotus Vale
1 Scorched Ruin
1 City Of Shadows (with 7 counters)
1 Adventurer's Guildhouse

ENTER THE CONTEST

Mail in your step-by-step solution to:

DEAD MAN'S HAND
"THIS LAND IS DEAD LAND"
c/o *INQUEST GAMER*
P.O. BOX 118
CONGERS, NY 10920-0118

PROPHECY

The winner, randomly chosen from all correct entries, will snag a box of *Prophecy*. All entries must be postmarked no later than August 31, 2000.

LAST MONTH'S "LIFE'S A BEACH..." SOLUTION:

1. Draw the island. Play it.
2. Use the Seal Of Removal to return Lin Sivi to Nester's hand.
3. Activate the Scandalmonger to make him discard Lin Sivi.
4. Play Infiltrate on the Bone Dancer.
5. Attack with the Bone Dancer. Lin Sivi enters play on your side.
6. Use Show And Tell to get Conspiracy into play. Choose "rebels."
7. Use Lin Sivvi's ability to put Nicol Bolas on the bottom of your library.
8. Activate the Harvest Mage, discarding Submerge.
9. Activate the Divining Witch, discarding the Apprentice Necromancer, name "Nicol Bolas." Draw your entire library until you get to him.
10. Use the Mercadian Lift to play Nicol Bolas.
11. Play Squee, Goblin Nabob. You have three legends in play and have shown Nester your entire deck.



LAND OF THE LOST Eugene is falling fast. Can you get the land out of his way?


Ancient Hydra
Creature — Hydra
Trading 5 (This creature comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
0: Remove a fade counter from Ancient Hydra: Ancient Hydra deals 1 damage to target creature or player.
Illus. Scott M. Fischer
5/1
Latulla, Keldon Overseer
Creature — Spellshaper Legend
Discard two cards from your hand: Latulla, Keldon Overseer deals X damage to target creature or player.
"Everything around her suffers."
—Haddad, Kipamu soldier
Illus. Brom
3/3
Jolrael, Empress of Beasts
Creature — Spellshaper Legend
Discard two cards from your hand: Until end of turn, all lands target player controls are 3/3 creatures that are still lands.
"I need no army. I have Jamuraa."
Illus. Matthew D. Wilson
3/3
Skull Catapult
Artifact
1, Sacrifice a creature to have Skull Catapult deal 2 damage to target creature or player.
"Let any who doubt the evil of using the ancient devices look at this infernal machine. What manner of fiend would design such a sadistic device?"
—Sorine Relkhana, Soldevi Heretic
Illus. Bryon Wackwitz
Glimpse of Nature
Each untapped creature you control gets +0/+2 unless it is attacking.
"Hang out our banners on the outward walls; / The cry is still, 'They come'; / our castle's strength / Will laugh a siege to scorn."
—William Shakespeare, Macbeth
Citadel of Pain
Enchantment
At the end of each player's turn, Citadel of Pain deals X damage to that player, where X is the number of untapped lands he or she controls.
"Battle is our religion. This fortress is our temple."
—Latulla, Keldon overseer
Illus. Darrell Riche
MAGIC The Gathering
DECKMASTER
Flowering Field
Pyrodasm
Warmonger
Search for Survivors
Forest
Forest
City of Shadows
Land
: Sacrifice one of your creatures, but remove it from the game instead of placing it in your graveyard. Put a counter on City of Shadows.
: Add X colorless mana to your mana pool, where X is the number of counters on City of Shadows.
Mountain
Mountain
Lotus Vale
Land
When Lotus Vale comes into play, sacrifice two untapped lands or bury Lotus Vale.
: Add three mana of any one color to your mana pool.
Illus. John Avon
Plains
Plains
Scorched Ruins
Land
When Scorched Ruins comes into play, sacrifice two untapped lands or bury Scorched Ruins.
: Add four colorless mana to your mana pool.
Illus. John Avon
Adventurer's Guildhouse
Land
All your green legends gain bands with other legends.

[ONDECK]

Dragon Ball Z

Dragon Ball Zzzzzzzzz.

PUBLISHER: Score
CATEGORY: Anime collectible card game
RELEASE: June 2000
FORMAT: 250 cards; 54-card starter decks; 9-card boosters.
SUGGESTED RETAIL: $10.99 starters; $3.29 boosters.

With its slugfests between the likes of Goku and the evil Vegeta, *Dragon Ball Z* should be an easy port into the world of CCGs: It's a straight beat-'em up. And since the TV series has a wide following from Japan to Mexico, the fan base is huge. It could hardly fail. Could it?

The Good

It doesn't. At least, not entirely. The art is taken directly from the first 25 episodes of the TV show, as is all the flavor text, so for *DBZ* fans it will feel right. And collectors should warm to the fact that you get a foil card in every booster, and even enjoy the plastic playing doodads.

Though the game is not easy to learn from the convoluted rules, many elements are familiar. Your deck of unused cards is your life deck, as in the *BattleTech* CCG and ARC system games. There are multiple victory conditions, as in *Legend of the Five Rings*. You can win by decking the other player, reaching your highest "evolution" or by getting seven Dragon Ball cards into play.

Play is straightforward but slow. Each player takes a *DBZ* personality, with his or her own unique abilities and power stages, and draws from a deck of cards that mostly simulate martial arts attacks and blocks. Successful attacks reduce your opponent's power stages and/or life deck, and may raise your anger or lower your opponent's. If you get angry enough you turn into a better version of the same character.

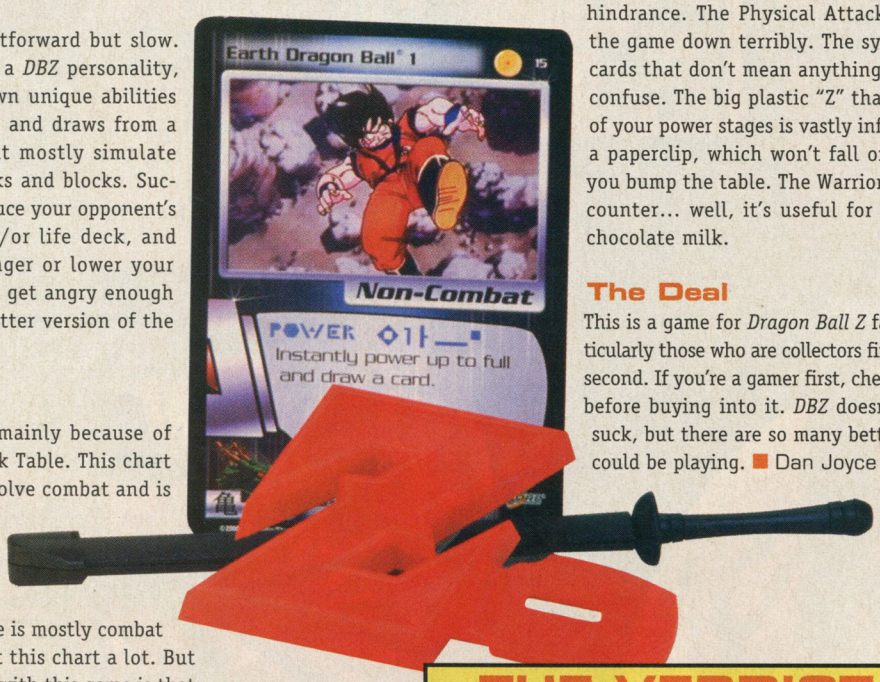
The Bad

DBZ plays slowly mainly because of the Physical Attack Table. This chart is necessary to resolve combat and is printed only in the rulebook. Combat requires constant referencing. Since the game is mostly combat you'll be staring at this chart a lot. But the larger problem with this game is that it's really just another vanilla CCG, and a fairly clunky one at that. The game engine's old; it's the bolt-on chrome that's new, stuff like the plastic playing pieces and the frequency of foil cards. Even the art, while authentic, often doesn't have anything to do with the card it's on.

The central combat mechanic has a major problem. Having two types of damage—life deck and power stages—is easy to understand, but your power stages act as a buffer for your life deck for most attacks. However, and here's the kicker, your power stages are also needed for your most effective attacks, your best blocks and your resistance to damage on the Physical Attack Table. The net result is that when you start to get nailed, you get nailed to the wall.

It may be realistic that when you run out of power stages you become a soft target but it unbalances the game. A good run of cards for you and a bad one for your opponent all but guarantees you'll rip into his life deck and eventually win by decking him.

Many of the extras in the game are either superfluous or a hindrance. The Physical Attack Table slows the game down terribly. The symbols on the cards that don't mean anything just serve to confuse. The big plastic "Z" that keeps track of your power stages is vastly inferior to using a paperclip, which won't fall on the floor if you bump the table. The Warrior Sword anger counter... well, it's useful for stirring your chocolate milk.



The Deal

This is a game for *Dragon Ball Z* fans only, particularly those who are collectors first and gamers second. If you're a gamer first, check out a demo before buying into it. *DBZ* doesn't absolutely suck, but there are so many better games you could be playing. ■ Dan Joyce

THE VERDICT C-

Ooops! GAMING'S BIGGEST BLUNDERS

Nobody thought to put astrogation rules into TSR's *Star Frontiers* RPG, a skill which allows pilots to differentiate between astrological bodies. We feel sorry for the poor sods who mistakenly landed on suns instead of planets.

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WCW: Nitro CCG

Nitro is high speed, but the WCW license drags it down.

PUBLISHER: Wizards of the Coast
CATEGORY: Professional wrestling CCG
RELEASE: June 2000
FORMAT: Two-player starter set; 11-card booster packs.
SUGGESTED RETAIL: Starter set $9.99 boosters $3.29.

You know something has gotten big—really big—when Bill Shatner advertises it on TV or a CCG comes out based on it. So it is with professional wrestling. This year we'll see no fewer than three card games based on this super popular form of "sports entertainment." Can Bill be far behind?

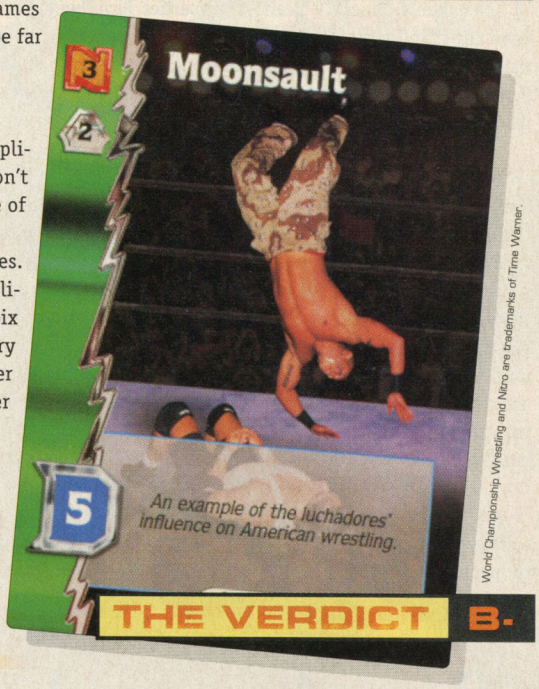
The Good and the Bad

Nitro plays quickly and doesn't bog down with timing issues or complicated rules lawyering. There's enough wrestling feel to it that you won't think you're playing another *Magic* clone with wrestling stars in place of fantasy creatures.

Too bad *Nitro*'s components aren't at the same high level as the rules. The play mat is butt ugly and makes the game look way more complicated than it is. The design of the cards is garish and most of the pix look staged—notice that the spectators are exactly the same in every picture. The decks in the two-player starter set are dullsville. Even after adding cards from "slap packs" (boosters), the excitement level never gets that high.

The Deal

Good game mechanics are handicapped by ho-hum art choices and—let's face it—the second-tier wrestling license. The WWF has the stars wrestling fans care about and the CCG based on them, *Raw Deal*, is a streamlined version of this design. ■ M.R. Goode



Stratego Legends

Medusa blows up everything around her. It's insane.

Publisher: Avalon Hill
Category: Fantasy board game
Release: Spring 2000
Format: "Customizable" board and pieces
Suggested Retail: $24.95 for boxed game; $5.99 for booster packs.

This ain't your daddy's *Stratego*. Like the classic strategy game of soldiers and booby traps, this new version is a face-off between two massive armies. Unlike the original, *Legends*' armies are made up of fantastic creatures and you can customize your army by buying booster packs and substituting pieces.

The Good and The Bad

Basic gameplay is good ol' *Stratego*, though in *Legends* higher values are better, so your 10-strength Elementus the Airlord beats the 7-strength Spirit Of Wrath. You plow through your opponent's forces trying to capture his castle for the win. The similarities to *Stratego* end there, as *Legends* gives each playing piece a special power that alters gameplay in some way. For example the "mold" pieces have the power to "regrow" back into play after they "die." It's a good blend of what made the old version fun with new mechanics that keep the game from getting stale.

With all the unique playing pieces, the learning curve demands three or four games before you can even *think* about tactics. Certain pieces are unbalanced—the 7-strength Medusa can blow up every piece around her, for example. And the collectible aspect is a poor fit for this kind of game. Since all the pieces are described on the cards you get with the game, the boosters really only give you foil stickers and more bases.

The Deal

Stratego Legends is an entertaining revamping of the classic board game, though the customizable aspect seems forced. It should appeal to a whole new generation of gamers. ■ Mike Searle



Calorie Kids CCG

I'd rather eat a bug. A worm even.

PUBLISHER: Oceans of Wisdom
CATEGORY: Anime collectible card game
RELEASE: July 2000
FORMAT: 60-card decks; 11-card booster packs
SUGGESTED RETAIL: $11.99 per introductory set or preconstucted deck; $3.25 per booster

Anime continues to stampede through the CCG world, tapping every idea imaginable. Since TV licensed properties have been exhausted, we now have the first "original" anime CCG: *Calorie Kids*. In it the good kids—with names like Pearpaw and Grapevine—fight bad kids, such as Grapewizz and Papayablow, using a variety of hi-tech sounding gadgets like thermoblasters and cloaking devices. The universe will never be the same.

The Good and the Bad

The cards are nice looking. The art is the cleanest I've seen in an anime-type game, and the cardstock is the sturdiest I've ever seen, bordering on plastic. Other than that, *Calorie Kids* papayablows. The rules read like they were translated from ancient Greek—then successively into Arabic, Latin and Cantonese—before being translated back into English; they're incredibly hard to understand for a game that boils down to "high card wins." The rules are mostly concerned with the backstory for the game, which is simplistic and uninteresting in itself. On a high note, the story does explain most of the numbers on the cards—which is great, except most of the writing on the cards has nothing to do with the game and merely serves to confuse. The game tries to take itself seriously, but the players sure can't, not with characters like Melonsquirtle.

The Deal

Calorie Kids is pretty, but if you're looking for anime-based strategy—and I never thought I'd say this to anyone—play *Pokémon*. ■ Scott Free



The Apocalypse Stone

This adventure will end your campaign and destroy your world! Cool!

PUBLISHER: Wizards of the Coast
CATEGORY: Fantasy RPG adventure
RELEASE: March 2000
FORMAT: 96-page softcover
SUGGESTED RETAIL: $16.95

If you're going to end your campaign, do it with a bang. That's the message of *The Apocalypse Stone*, a high-level *AD&D* scenario that gives your PCs a finale to die for. In it a crazy wizard tricks them into stealing a powerful artifact, precipitating the apocalypse. The PCs must redeem themselves and save the world. Heavy stuff.

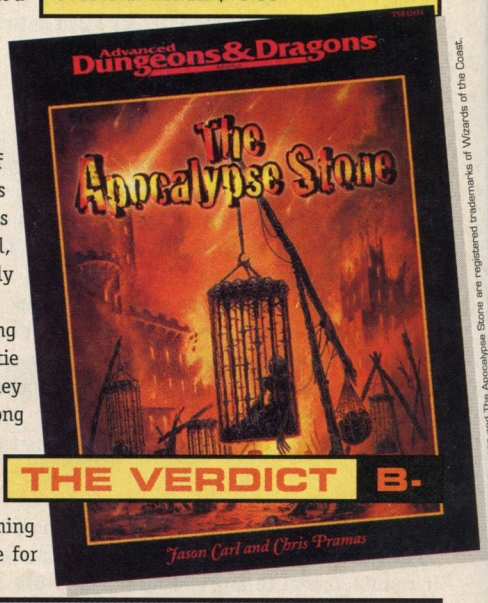
The Good and the Bad

It's an unusual idea and it works well. Too many campaigns just fade away; this last stand will be remembered. There's fighting by the bucketload but also the kind of roleplaying challenges more common in *Pendragon* than *AD&D*. The slow fall towards the apocalypse is neatly handled, with the world cut off from the other planes. This is bad news for clerics and allows a nice sub-plot: Moloch, a deposed Duke of Hell, was planning an invasion from this very world. He's now stuck too, and he's really pissed at the PCs.

The biggest problem is your players seeing the cover of this adventure and getting tipped off that the apocalypse is coming. So you'll need to read it, memorize it and tie it more tightly into your own campaign. Also, the tests are rather "knightly"—they depend on your players being merciful, prudent and so on, and not rushing headlong into a fight with a rampaging Tarrasque. Tough call.

The Deal

Awkward to run exactly as written, or with the scenario anywhere near your gaming table, but still a strong finale for a flagging campaign. Worth buying to pillage for ideas so you can home-brew your own apocalypse. ■ Dan Joyce

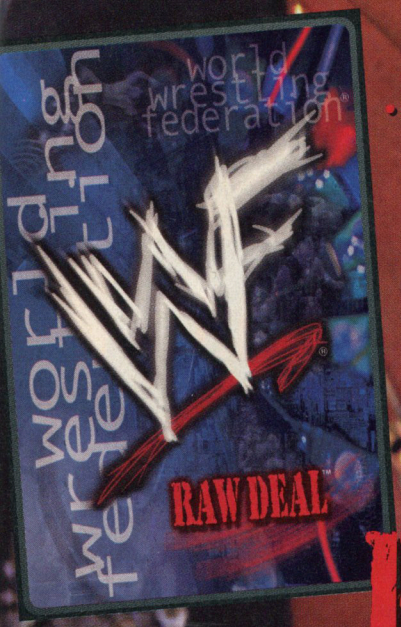


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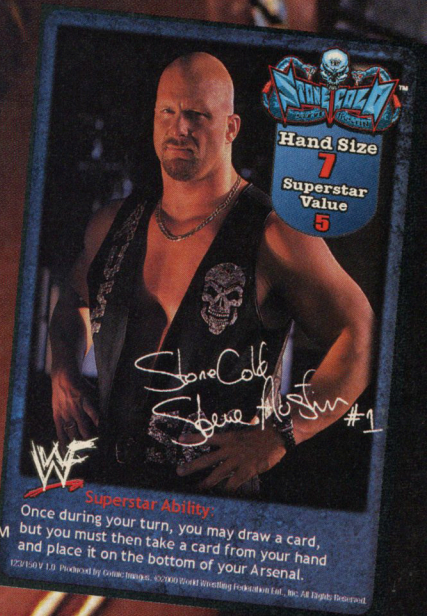
Ooops! GAMING'S BIGGEST #$%* BLUNDERS

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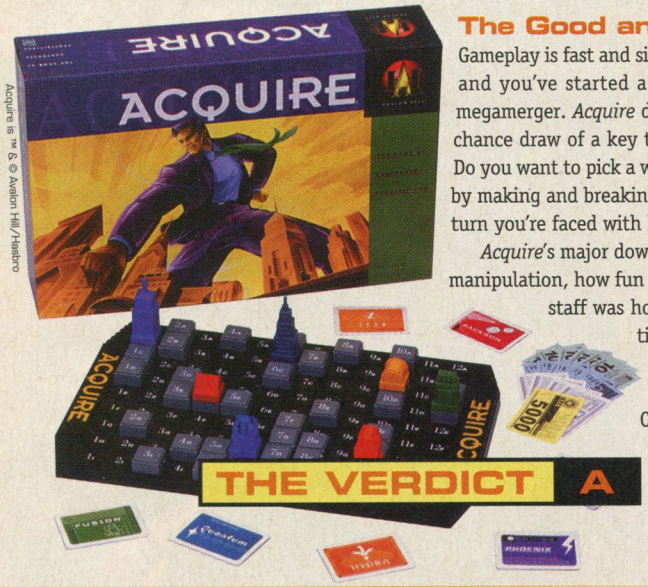
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Acquire

It looks dull, but one game will have you hooked.

PUBLISHER: Avalon Hill/Hasbro
CATEGORY: Boardgame
RELEASE: Winter 1999
COMPONENTS: Plastic board, 108 tiles, stock and reference cards, play money
SUGGESTED RETAIL: $34.99

Classic games never really die: *Acquire* came out decades ago and now, with a modest revamping, it has been unleashed again for a new generation to discover. The goal of the game is to buy into fledgling corporations and make a killing on the stock market when they merge—then start more companies and do it again.



Acquire is ™ & © Avalon Hill/Hasbro

The Good and the Bad

Gameplay is fast and simple. Every turn you place a tile on the gameboard. Link two tiles and you've started a corporation. Link two corporations and you've kicked off a megamerger. *Acquire* deftly mixes luck and strategy—empires may rise and fall on the chance draw of a key tile, but it's the careful acquisition of stock which wins the day. Do you want to pick a winner early and buy into it while it's cheap, or make quick killings by making and breaking smaller companies? Either route can put you on top, and every turn you're faced with key decisions.

Acquire's major downside is that it looks complicated and dull—heck it's about stock manipulation, how fun could it be? The answer is lots. After just one game, the entire *IQ* staff was hooked. The only dull aspect is that in the early game, if corporations don't merge everyone runs out of money and can't do much.

The Deal

Creating a riveting game around buying stocks and merging corporations couldn't have been easy, but *Acquire* succeeds brilliantly. Don't judge it by its cover. It's been in print for over 30 years for good reason. Buy it. ■ Paul Sudlow

Castle

Makes a good knight of gaming.

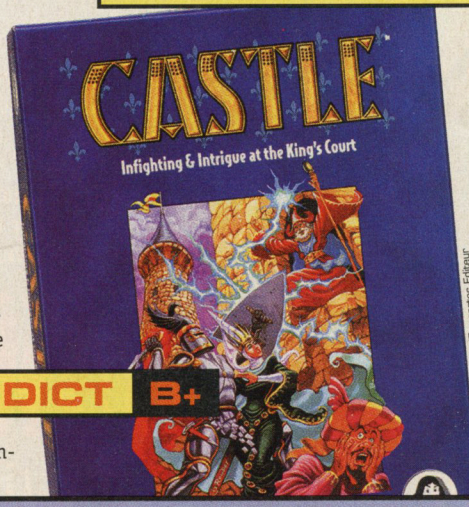
PUBLISHER: Eurogames/Descartes Editeur
CATEGORY: Non-collectible card game
RELEASE: July 2000
COMPONENTS: 56 character cards, 4 castle walls, 115 tokens, rules
SUGGESTED RETAIL: $16.95

A fortress is under siege. Dragons and catapults are pounding at the walls, ghosts and witches inhabit the towers, and thieves, spies and royalty cower in the courtyard. Your job is to make sure all your characters join the fray.

The Good and the Bad

Easy to learn, the objective of *Castle* is to empty your hand of character cards before all the available spaces are filled; the rub comes when the cards come into play, as each one triggers some special effect—usually calling cards back to players' hands or rearranging the play area. Timing is key and this gives the game a good strategy feel without making it too tasking for novice gamers. Cards are full color and nicely illustrated. It's one of the rare non-collectible card games that's worth its asking price.

My main gripe is that some power cards like the Dragon, which allows a player to manipulate the board twice, and the Merchant, which gives someone an extra turn are game winners, and once someone has them, there are few ways to counter their effects.



Castle is ™ & © Eurogames/Descartes Editeur

The Deal

Castle is a fun game with enough strategy and chance to give both apprentice and master gamers a good knight of gaming. Just remember to book your rooms early. ■ Brent Fishbaugh

Ooops! GAMING'S BIGGEST !#$% BLUNDERS

When Last Unicorn's *Heresy* CCG came out, they decided to be different, heretical, even. The cards were twice as long as standard playing cards, annoying to shuffle and impossible to store.

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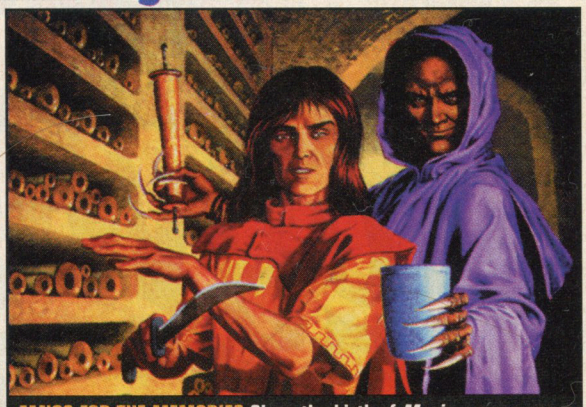
Bannings and Birthdays

by Edward Fear

Yawgmoth's Will was the key card at U.S. Nationals, but as pro players ready themselves for the world championships this month, it's Rishadan Port and Gaea's Cradle commanding most of the market attention. These two powerhouses fit into a wide variety of deck types and with Trinity Green stomping onto the tourney scene—see Killer Decks on page 68—every competitive players wants at least four of them.

SETTING A STANDARD

In the wake of *Prophecy*, Type II is a more open format than it has been for a long time. Vampiric Tutor ($7) may currently be the best card in Standard, as showcased by its role in Jon Finkel's victory at U.S. Nationals. Masticore ($15)—as it has been for months—continues to be a savage card, clearing a path to victory for almost any deck. Combo decks based on Saproling Burst ($8) and Pattern Of Rebirth ($4) have new interest, while Rootwater Thief ($8.50) leads the charge in the latest incarnation of the merfolk "fish" deck. Both Vitalizing ($4.50) and Searing Winds ($5) have been shown to be viable when fueled by the mana acceleration of various elves, Gaea's Cradle ($13) or Rofellos, Llanowar Emissary ($4.50). Though banned in *Masques* Block Constructed (MBC), both Lin Sivvi ($8) and Rishadan Port ($16) remain highly sought for use in Type II.



FANGS FOR THE MEMORIES Since the birth of *Magic*—seven years ago this month—deck searchers like the Demonic and Vampiric Tutors have been tourney staples.

NEW KIDS ON THE BLOCK

Mercadian Masques Block Constructed is a format which permits only cards from *Mercadian Masques*, *Nemesis* and *Prophecy*. New power cards previously left behind in the wake of Sivvi and the Port are filling the void. Stompy/Sligh decks of several colors have begun to see play, most utilizing Tangle Wire ($6) to disrupt an opponent's game plan long enough for a weenie swarm win. Rising Waters ($3) decks will undoubtedly have a presence in the newly leveled playing field, as will reconstructed rebel decks—even without Lin Sivvi. Ascendant Evincar ($7) will have a newfound impact with its devastating effect on non-black creature decks. Parallax Wave ($5) is seeing play in both rebel and control decks as the format's premiere creature control.

OLDIES BUT GOODIES

Besides the World Championships, this August brings the seventh anniversary of *Magic*'s debut. Cards from the *Alpha* and the *Beta* edition are some of the most collectible and attractive *Magic* cards ever produced. Almost everyone has heard of the "Power Nine": Black Lotus, Timetwister, Ancestral Recall, Time Walk and the five original Moxes. But also sought after—and way less expensive—are cards from these original editions that are still tournament playable today. The most sought commons from *Magic*'s golden age are Disenchant, Terror and Giant Growth. Counterspells from the *Limited* edition are also very desired, at least for an uncommon. But Type II rares from *Alpha* and *Beta* are a find indeed for the discriminating and nostalgic player. A good condition black-bordered Armageddon, Wrath Of God, Earthquake or Birds Of Paradise is scarcely found outside large conventions, and as older players fondly remember their youth, new jobs have given them the cash to go looking for these yet-playable childhood treasures.

WHAT'S HOT

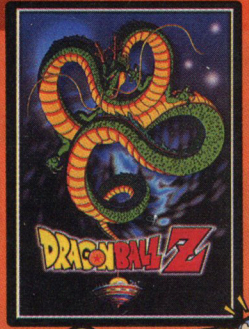
TOP 10 CCGs

1. *Pokémon*
2. *Magic: The Gathering*
3. *Star Wars CCG*
4. *Legend of the Five Rings*
5. *Young Jedi CCG*
6. *7th Sea*
7. *Wheel of Time CCG*
8. *Deadlands: Doomtown*
9. *Dragon Ball Z CCG*
10. *Star Trek CCG*

BIGGEST MOVER

DRAGON BALL Z CCG

Based on one of the hottest anime shows on TV, the *Dragon Ball Z CCG* was released in mid-June to an eager fanbase hungry for all things Goku. Already two more expansions are planned before year's end.



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Ooops! GAMING'S BIGGEST BLUNDERS

Tolarian Academy. What was the *Magic* design team thinking?

in other NEWS...

WATCH YOUR MEOWTH!

Several singles continue to sell well from *Team Rocket*, the most recent expansion translated into English. The Dark Gyrados promo card ($15) is a favorite; when it is knocked out, it takes another pokémon with it. The Dark Raichu ($30)—which exists only as a holofoil and only in English—is popular due to both its rarity and its relation to everyone's favorite electric mouse: Pikachu. Of course, the *Rocket* versions of Charizard ($39) and Blastoise ($24) sell very well, as their counterparts always do. However, the most wanted card in the set may be Dark Vileplume ($15). Its devastating pokémon power prevents trainer cards from being played. But the biggest *Pokémon* news is that players and collectors won't have long to wait for more new cards; the *Pokémon: Gym Heroes*, containing cards from the Japanese *Gym Leaders* sets, should be available by summer's end.

THE SECOND COMING

That's no moon. Just over the horizon from Decipher games is the long-awaited *Death Star II*, based on the conclusion of "Return of the Jedi." The most notable—and sure to be highly desired—cards are the two ultra-rares: Luke Skywalker, Jedi Knight and Emperor Palpatine. Besides being immune to attrition, the Emperor can use the new Force Lightning card. And with just his lightsaber, Luke has a power of 8. Perhaps the greatest thing about these two is that they have a card destiny of 6!

Not to be outdone, Lord Vader is the purported last and most powerful incarnation of Darth. Home One is the first really big LS ship; it has power 9 and can get even bigger. General Calrissian is the first decent version of Lando, giving bonuses to the new *Millennium Falcon*, which gets bonuses from Nien Numb as well, allowing you to use Han, Chewie and Leia on the ground. Wedge Antilles reappears with his own new, more powerful X-Wing. The new lightsabers for Luke and Vader will sell like hotcakes, as will the new version of Vader's flagship, the *Executor*. Space decks will also get a boost from three new rare LS capital ships and five DS ones. Combine all this with the set's new objectives and over 180 new cards and you get a solid conclusion to everyone's favorite movie trilogy.

Ed Fear tried to do the Parallax Wave at the last Mets game, but he was the only one who stood up.

TOP 10 CARDS

1 RISHADAN PORT



Despite its recent banning in Mercadian Block Constructed, the Port's power is undiminished. With its ability to lock down an opponent and keep him from the mana he needs, this card has become a threat for which every tournament player must plan. The Port's power has even increased a notch with the advent of *Prophecy*'s rhystic magic, which requires extra mana be spent on the part of an opponent in order to cancel potentially lethal effects—mana the Port can easily make unavailable.

2 MASTICORE



3 GAEA'S CRADLE



4 AVATAR OF WOE



5 TANGLE WIRE



6 MORPHLING



7 ROOTWATER THIEF



8 PARALLAX WAVE



9 VAMPIRIC TUTOR



10 TREACHERY



InQuest gamer Price Guide

Magic The Gathering®

ALPHA LIMITED

WIZARDS OF THE COAST-1993

Cards have black borders.

Alpha *cards have rounder corners when compared to* Beta *cards.*

Full Set (300 cards) $3,500.00
Starter Deck (60 cards) 225.00
Starter Box (10 decks) 2,000.00
Booster Pack (15 cards) 110.00
Booster Box (36 packs) 3,200.00

All unlisted cards are 80% of* Beta *value.

Unlisted* Alpha *errors are worth 125% of Beta value.

Black Lotus	ART	R	400.00
Chaos Orb	ART	R	80.00
Force of Nature	SC	R	20.00
Forcefield	ART	R	85.00
Gaea's Liege	SC	R	12.00
Gauntlet of Might	ART	R	100.00
Jade Monolith	ART	R	8.00
Living Wall	AC	U	3.00
Lord of Atlantis	SC	R	16.00
Mana Short	INS	R	10.00
Mox Emerald	ART	R	165.00
Mox Jet	ART	R	165.00
Mox Pearl	ART	R	165.00
Mox Ruby	ART	R	165.00
Mox Sapphire	ART	R	165.00
Orcish Artillery	SC	U	4.00
Orcish Oriflamme	EN	U	12.00
Roc of Kher Ridges	SC	R	12.00
Rock Hydra	SC	R	15.00
Sedge Troll	SC	R	12.50

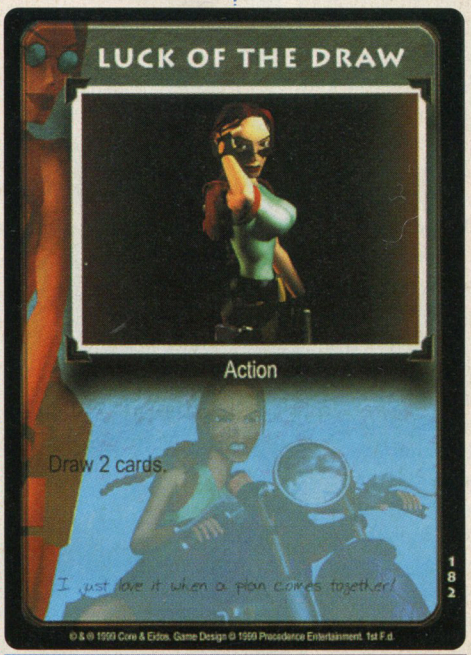
BETA LIMITED

WIZARDS OF THE COAST-1993

Beta *cards are black-bordered.*

Full Set (302 cards) 4000.00
Starter Deck (60 cards) 290.00
Starter Box (10 decks) 2,500.00
Booster Pack (15 cards) 130.00
Booster Box (36 packs) 3,200.00
Unlisted Commons ..... .75

Air Elemental	SC	U	3.00
Ancestral Recall	INS	R	200.00
Animate Artifact	EA	U	2.00
Animate Dead	EN	U	2.50
Animate Wall	EC	R	5.50
Ankh of Mishra	ART	R	9.00
Armageddon	SOR	R	30.00
Aspect of Wolf	EC	R	8.00
Bad Moon	EN	R	18.00
Badlands	LAN	R	50.00
Balance	SOR	R	31.00
Basalt Monolith	ART	U	4.00
Bayou	LAN	R	50.00
Berserk	INS	U	40.00
Birds of Paradise	SC	R	55.00
Black Knight	SC	U	7.00
Black Lotus	ART	R	425.00
Black Vise	ART	U	9.00
Black Ward	EC	U	2.00
Blaze of Glory	INS	R	38.00
Blessing	EC	R	10.00
Blue Ward	EC	U	2.00
Bog Wraith	SC	U	1.50
Braingeyser	SOR	R	25.00
Burrowing	EC	U	2.00
Camouflage	INS	U	9.00
Castle	EN	U	2.00
Celestial Prism	ART	U	2.00
Channel	SOR	U	2.50
Chaos Orb	ART	R	65.00
Chaoslace	INT	R	5.00
Clockwork Beast	AC	R	6.00
Clone	SC	U	9.00
Cockatrice	SC	R	10.00
Consecrate Land	EL	U	10.00
Conservator	ART	U	2.00
Contract from Below	SOR	R	8.00
Control Magic	EC	R	6.00
Conversion	EN	U	2.00
Copper Tablet	ART	U	7.00
Copy Artifact	EN	R	15.00
Counterspell	INT	U	14.00
Crusade	EN	R	18.00
Crystal Rod	ART	U	2.00
Cursed Land	EL	U	2.00
Cyclopean Tomb	ART	R	50.00
Dark Ritual	MS	C	4.00
Darkpact	SOR	R	8.00
Deathgrip	EN	U	2.00
Deathlace	INT	R	5.00
Demonic Attorney	SOR	R	7.00
Demonic Hordes	SC	R	20.00
Demonic Tutor	SOR	U	15.00
Dingus Egg	ART	R	7.00
Disenchant	INS	C	4.00
Disintegrate	SOR	C	3.00
Disrupting Scepter	ART	R	12.00
Drain Life	SOR	C	2.50
Dragon Whelp	SC	U	4.50
Drain Power	SOR	R	8.00
Dwarven Demolition Team	SC	U	7.50
Earth Elemental	SC	U	2.00
Earthbind	EC	C	1.00
Earthquake	SOR	R	15.00
Elvish Archers	SC	R	10.00
Evil Presence	EL	U	2.00
False Orders	INS	C	4.00
Farmstead	EL	R	8.00
Fastbond	EN	R	15.00
Feedback	EE	U	2.00
Fire Elemental	SC	U	2.00
Fireball	SOR	C	4.00
Flashfires	SOR	U	2.50
Force of Nature	SC	R	24.00
Forcefield	ART	R	100.00
Fork	INT	R	26.00
Fungusaur	SC	R	10.00
Gaea's Liege	SC	R	10.00
Gauntlet of Might	ART	R	100.00
Giant Growth	INS	C	3.00
Glasses of Urza	ART	U	2.00
Gloom	EN	U	2.00
Goblin Balloon Brigade	SC	U	3.00
Goblin King	SC	R	12.00
Granite Gargoyle	SC	R	12.00
Green Ward	EC	U	2.00
Guardian Angel	INS	C	1.00
Helm of Chatzuk	ART	R	6.50
Hive, The	ART	R	7.00
Howling Mine	ART	R	25.00
Hurricane	SOR	U	3.00
Hypnotic Specter	SC	U	12.00
Ice Storm	SOR	U	24.00
Icy Manipulator	ART	U	40.00
Illusionary Mask	ART	R	30.00
Instill Energy	EC	U	2.00
Invisibility	EC	C	3.50
Iron Star	ART	U	2.00
Island Sanctuary	EN	R	5.50
Ivory Cup	ART	U	2.50
Jade Monolith	ART	R	7.50
Jade Statue	ART	U	12.00
Jayemdae Tome	ART	R	20.00
Juggernaut	AC	U	9.00
Karma	EN	U	3.00
Keldon Warlord	SC	U	2.50
Kormus Bell	ART	R	7.00
Kudzu	EL	R	5.00
Lance	EC	U	3.00
Ley Druid	SC	U	2.00
Library of Leng	ART	U	3.00
Lich	EN	R	45.00
Lifeforce	EN	U	2.00
Lifelace	INT	R	4.00
Lifetap	EN	U	2.00
Lightning Bolt	INS	C	8.00
Living Artifact	EA	R	7.00
Living Lands	EN	R	5.00
Living Wall	AC	U	3.00
Llanowar Elves	SC	C	2.00
Lord of Atlantis	SC	R	15.00
Lord of the Pit	SC	R	22.00
Lure	EC	U	2.00
Magical Hack	INT	R	7.00
Mahamoti Djinn	SC	R	20.00
Manabarbs	EN	R	6.00
Mana Flare	EN	R	12.00
Mana Short	INS	R	10.00
Mana Vault	ART	R	13.00
Meekstone	ART	R	7.50
Mind Twist	SOR	R	5.00
Mox Emerald	ART	R	200.00
Mox Jet	ART	R	200.00
Mox Pearl	ART	R	190.00
Mox Ruby	ART	R	190.00
Mox Sapphire	ART	R	220.00
Natural Selection	INS	R	20.00
Nether Shadow	SC	R	7.00
Nettling Imp	SC	U	4.00
Nevinyrral's Disk	ART	R	55.00
Nightmare	SC	R	16.00
Northern Paladiin	SC	R	10.00
Obsianus Golem	AC	U	2.00
Orcish Artillery	SC	U	2.00
Orcish Oriflamme	EN	U	2.00
Paralyze	EC	C	1.00
Personal Incarnation	SC	R	8.00
Pestilence	EN	C	1.00
Phantasmal Forces	SC	U	2.00
Phantom Monster	SC	U	2.50
Pirate Ship	SC	R	6.00
Plateau	LAN	R	50.00
Power Sink	INT	C	1.00
Power Surge	EN	R	6.00
Prodigal Sorcerer	SC	C	1.50
Psionic Blast	INS	U	25.00
Purelace	INT	R	5.50
Raise Dead	SOR	C	1.00
Raging River	EN	R	28.00
Red Elemental Blast	INT	C	1.00
Red Ward	EC	U	2.00
Regrowth	SOR	U	11.00
Resurrection	SOR	U	3.00
Reverse Damage	INS	R	10.00
Righteousness	INS	R	10.00
Roc of Kher Ridges	SC	R	10.00
Rock Hydra	SC	R	10.00
Rod of Ruin	ART	U	3.00
Royal Assassin	SC	R	25.00
Sacrifice	INT	U	2.00
Savannah	LAN	R	50.00
Savannah Lions	SC	R	17.00
Scavenging Ghoul	SC	U	2.00
Scrubland	LAN	R	50.00
Sedge Troll	SC	R	15.00
Sengir Vampire	SC	U	14.00
Serra Angel	SC	U	25.00
Shatter	INS	C	1.00
Shivan Dragon	SC	R	60.00
Simulacrum	INS	U	2.50
Sinkhole	SOR	C	13.00
Siren's Call	INS	U	3.00
Sleight of Mind	INT	R	7.50
Smoke	EN	R	7.50
Sol Ring	ART	U	16.00
Soul Net	ART	U	2.00
Spell Blast	INT	C	1.00
Stasis	EN	R	8.00
Steal Artifact	EA	U	2.00
Stone Giant	SC	U	1.50
Stone Rain	SOR	C	1.00
Sunglasses of Urza	ART	R	6.00
Swords to Plowshares	INS	U	15.00
Taiga	LAN	R	50.00
Terror	INS	C	2.00
Thicket Basilisk	SC	U	2.00
Thoughtlace	INT	R	5.00
Throne of Bone	ART	U	2.00
Timber Wolves	SC	R	5.00
Time Vault	ART	R	65.00
Time Walk	SOR	R	225.00
Timetwister	SOR	R	165.00
Tropical Island	LAN	R	55.00
Tsunami	SOR	U	2.00
Tundra	LAN	R	50.00
Tunnel	SOR	U	2.00
Two-Headed Giant of Foriys	SC	R	42.00
Underground Sea	LAN	R	50.00
Uthden Troll	SC	U	2.25
Verduran Enchantress	SC	R	8.00
Vesuvan Doppelganger	SC	R	26.00
Veteran Bodyguard	SC	R	12.00
Volcanic Eruption	SOR	R	8.00
Volcanic Island	LAN	R	50.00
Wall of Air	SC	U	2.00
Wall of Bone	SC	U	2.00
Wall of Brambles	SC	U	2.00
Wall of Fire	SC	U	2.00
Wall of Ice	SC	U	2.00
Wall of Stone	SC	U	2.00
Wall of Swords	SC	U	2.00
Wall of Water	SC	U	2.00
Wanderlust	EC	U	2.00
Warp Artifact	EA	R	6.00
Water Elemental	SC	U	2.00
Web	EC	R	7.00
Wheel of Fortune	SOR	R	30.00
White Knight	SC	U	8.00
White Ward	EC	U	2.00
Will-O'-The-Wisp	SC	R	15.00
Winter Orb	ART	R	25.00
Wooden Sphere	ART	U	2.00
Word of Command	INS	R	42.00
Wrath of God	SOR	R	45.00
Zombie Master	SC	R	10.00



DOUBLE TAKES

BIGGEST GUNS

Welcome to the biggest and best "Double Takes" ever! It's not hard to see why those big guns make Lara Croft the best she is at what she does. However, the staff has always wondered what size rounds they take. Forty-five caliber double Ds maybe? Anyway, this month's issue is filled with the biggest and best gamedom has to offer, so read on...

UNLIMITED EDITION

WIZARDS OF THE COAST-1993

Cards are white-bordered but otherwise identical to* Beta *cards.

Full Set (302 cards) $2,500.00
Starter Deck (60 cards) 200.00
Starter Box (10 decks) 1,900.00
Booster Pack (15 cards) 100.00
Booster Box (36 packs) 2,500.00
Unlisted Commons ..... .25

Air Elemental	SC	U	1.50
Ancestral Recall	INS	R	145.00
Animate Artifact	EA	U	1.00
Animate Dead	EN	U	1.00
Animate Wall	EC	R	3.00
Ankh of Mishra	ART	R	4.00
Armageddon	SOR	R	8.00
Aspect of Wolf	EC	R	4.50
Bad Moon	EN	R	8.00
Badlands	LAN	R	15.00
Balance	SOR	R	6.00
Basalt Monolith	ART	U	2.00
Bayou	LAN	R	15.00
Berserk	INS	U	28.00
Birds of Paradise	SC	R	8.00
Black Knight	SC	U	2.00
Black Lotus	ART	R	270.00
Black Vise	ART	U	2.00
Black Ward	EC	U	1.00
Blaze of Glory	INS	R	25.00
Blessing	EC	R	5.00
Blue Ward	EC	U	1.00
Bog Wraith	SC	U	1.00
Braingeyser	SOR	R	9.00
Burrowing	EC	U	1.00
Camouflage	INS	U	6.00
Castle	EN	U	1.00
Celestial Prism	ART	U	1.00
Channel	SOR	U	1.00
Chaos Orb	ART	R	50.00
Chaoslace	INT	R	3.00
Clockwork Beast	AC	R	4.00
Clone	SC	U	5.50
Cockatrice	SC	R	5.00
Consecrate Land	EL	U	8.00
Conservator	ART	U	1.00
Contract from Below	SOR	R	4.50
Control Magic	EC	R	2.00
Conversion	EN	U	1.00
Copper Tablet	ART	U	7.00
Copy Artifact	EN	R	7.00
Counterspell	INT	U	2.00
Crusade	EN	R	7.00
Crystal Rod	ART	U	1.00
Cursed Land	EL	U	1.00
Cyclopean Tomb	ART	R	36.00
Darkpact	SOR	R	4.00
Deathgrip	EN	U	1.00
Deathlace	INT	R	2.50
Demonic Attorney	SOR	R	4.00
Demonic Hordes	SC	R	10.00
Demonic Tutor	SOR	U	6.00
Dingus Egg	ART	R	4.00
Disrupting Scepter	ART	R	4.00
Dragon Whelp	SC	U	2.00
Drain Power	SOR	R	4.00
Dwarven Demolition Team	SC	U	5.00
Earth Elemental	SC	U	1.00
Earthbind	EC	C	.50
Earthquake	SOR	R	5.00
Elvish Archers	SC	R	4.50
Evil Presence	EL	U	1.00
False Orders	INS	C	1.50
Farmstead	EL	R	4.00
Fastbond	EN	R	5.00
Feedback	EE	U	1.00
Fire Elemental	SC	U	1.00
Flashfires	SOR	U	1.00

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MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ○ WHITE ● LAND

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

PRICE DATA HEY! New Key! WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

- Force of Nature ..... SC R 7.50
- Forcefield ..... ART R 80.00
- Fork ..... INT R 18.00
- Fungusaur ..... SC R 5.00
- Gaea's Liege ..... SC R 6.00
- Gauntlet of Might ..... ART R 80.00
- Glasses of Urza ..... ART U 1.00
- Gloom ..... EN U 1.00
- Goblin Balloon Brigade ... SC U 1.00
- Goblin King ..... SC R 7.00
- Granite Gargoyle ..... SC R 8.00
- Green Ward ..... EC U 1.00
- Guardian Angel ..... INS C .50
- Helm of Chatzuk ..... ART R 4.00
- Hive, The ..... ART R 5.00
- Howling Mine ..... ART R 8.00
- Hurricane ..... SOR U 1.00
- Hypnotic Specter ..... SC U 3.00
- Ice Storm ..... SOR U 18.00
- Icy Manipulator ..... ART U 25.00
- Illusionary Mask ..... ART R 25.00
- Instill Energy ..... EC U 1.00
- Invisibility ..... EC C 2.00
- Iron Star ..... ART U 1.00
- Island Sanctuary ..... EN R 4.00
- Ivory Cup ..... ART U 1.00
- Jade Monolith ..... ART R 3.00
- Jade Statue ..... ART U 15.00
- Jayemdae Tome ..... ART R 5.00
- Juggernaut ..... AC U 4.00
- Karma ..... EN U 1.00
- Keldon Warlord ..... SC U 1.00
- Kormus Bell ..... ART R 4.00
- Kudzu ..... EL R 4.00
- Lance ..... EC U 1.00
- Ley Druid ..... SC U 1.00
- Library of Leng ..... ART U 1.00
- Lich ..... EN R 34.00
- Lifeforce ..... EN U 1.00
- Lifelace ..... INT R 3.00
- Lifetap ..... EN U 1.00
- Lightning Bolt ..... INS C 1.50
- Living Artifact ..... EA R 3.50
- Living Lands ..... EN R 3.00
- Living Wall ..... AC U 2.00
- Lord of Atlantis ..... SC R 6.00
- Lord of the Pit ..... SC R 8.00
- Lure ..... EC U 1.00
- Magical Hack ..... INT R 5.00
- Mahamoti Djinn ..... SC R 8.00
- Mana Flare ..... EN R 6.00
- Mana Short ..... INS R 5.00
- Mana Vault ..... ART R 5.00
- Manabarbs ..... EN R 3.50
- Meekstone ..... ART R 5.00
- Mind Twist ..... SOR R 5.00
- Mox Emerald ..... ART R 150.00
- Mox Jet ..... ART R 150.00
- Mox Pearl ..... ART R 150.00
- Mox Ruby ..... ART R 150.00
- Mox Sapphire ..... ART R 155.00
- Natural Selection ..... INS R 20.00
- Nether Shadow ..... SC R 4.50
- Nettling Imp ..... SC U 1.00
- Nevinyrral's Disk ..... ART R 9.00
- Nightmare ..... SC R 8.00
- Northern Paladin ..... SC R 6.00
- Obsianus Golem ..... AC U 1.00
- Orcish Artillery ..... SC U 1.00
- Orcish Oriflamme ..... EN U 1.00
- Personal Incarnation ... SC R 5.00
- Phantasmal Forces ..... SC U 1.00
- Phantom Monster ..... SC U 1.00
- Pirate Ship ..... SC R 4.00
- Plateau ..... LAN R 15.00
- Power Surge ..... EN R 3.50
- Psionic Blast ..... INS U 18.00
- Purelace ..... INT R 3.00
- Raging River ..... EN R 26.00
- Red Ward ..... EC U 1.00
- Regrowth ..... SOR U 3.50
- Resurrection ..... SOR U 1.50
- Reverse Damage ..... INS R 5.50
- Righteousness ..... INS R 4.50
- Roc of Kher Ridges ..... SC R 5.50
- Rock Hydra ..... SC R 10.00
- Rod of Ruin ..... ART U 1.00
- Royal Assassin ..... SC R 12.00
- Sacrifice ..... INT U 1.50
- Savannah ..... LAN R 15.00
- Savannah Lions ..... SC R 5.00
- Scavenging Ghoul ..... SC U 1.00
- Scrubland ..... LAN R 15.00
- Sedge Troll ..... SC R 6.50
- Sengir Vampire ..... SC U 4.50
- Serra Angel ..... SC U 6.00
- Shivan Dragon ..... SC R 15.00
- Simulacrum ..... INS U 1.00
- Sinkhole ..... SOR C 9.00
- Siren's Call ..... INS U 1.00
- Sleight of Mind ..... INT R 4.50
- Smoke ..... EN R 4.00
- Sol Ring ..... ART U 5.00
- Soul Net ..... ART U 1.00
- Stasis ..... EN R 5.00
- Steal Artifact ..... EA U 1.00
- Stone Giant ..... SC U 1.00
- Sunglasses of Urza ..... ART R 4.00
- Swords to Plowshares ... INS U 2.00
- Taiga ..... LAN R 15.00
- Thicket Basilisk ..... SC U 1.50
- Thoughtlace ..... INT R 3.00
- Throne of Bone ..... ART U 1.00
- Timber Wolves ..... SC R 3.50
- Time Vault ..... ART R 50.00
- Time Walk ..... SOR R 175.00
- Timetwister ..... SOR R 110.00
- Tropical Island ..... LAN R 15.00
- Tsunami ..... SOR U 1.00
- Tundra ..... LAN R 15.00
- Tunnel ..... SOR U 1.00
- Two-Headed Giant of Foriys ..... SC R 34.00
- Underground Sea ..... LAN R 15.00
- Uthden Troll ..... SC U 1.00
- Verduran Enchantress ... SC R 3.50
- Vesuvan Doppelganger ... SC R 18.00
- Veteran Bodyguard ..... SC R 8.00
- Volcanic Eruption ..... SOR R 4.00
- Volcanic Island ..... LAN R 15.00
- Wall of Air ..... SC U 1.00
- Wall of Bone ..... SC U 1.00
- Wall of Brambles ..... SC U 1.00
- Wall of Fire ..... SC U 1.00
- Wall of Ice ..... SC U 1.00
- Wall of Stone ..... SC U 1.00
- Wall of Swords ..... SC U 1.00
- Wall of Water ..... SC U 1.00
- Wanderlust ..... EC U 1.00
- Warp Artifact ..... EA R 3.00
- Water Elemental ..... SC U 1.00
- Web ..... EC R 3.50
- Wheel of Fortune ..... SOR R 10.00
- White Knight ..... SC U 2.00
- White Ward ..... EC U 1.00
- Will-O'-The-Wisp ..... SC R 6.50
- Winter Orb ..... ART R 5.00
- Wooden Sphere ..... ART U .75
- Word of Command ..... INS R 34.00
- Wrath of God ..... SOR R 8.00
- Zombie Master ..... SC R 5.50

REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and nearly identical to* Unlimited *cards. Unlisted cards are worth 80% of* Unlimited *price. Printing of* Unlimited *cards gave them rich, vibrant colors while* Revised *has very dull colors.. Cards also had a much lower print run and are more highly sought by collectors.

Full Set (305 cards) $275.00
Starter Deck (60 cards) 30.00
Starter Box (10 decks) 275.00
Booster Pack (15 cards) 10.00
Booster Box (36 packs) 300.00

- Aladdin's Lamp ..... ART R 2.50
- Aladdin's Ring ..... ART R 2.00
- Armageddon Clock ..... ART R 2.00
- Atog ..... SC C .25
- Badlands ..... LAN R 14.00
- Basalt Monolith ..... ART U .75
- Bayou ..... LAN R 14.00
- Birds of Paradise ..... SC R 7.50
- Bottle of Suleiman ..... ART R 2.00
- Braingeyser ..... SOR R 6.00
- Brass Man ..... AC U .50
- Clone ..... SC U 4.50
- Contract From Below ... SOR R 3.00
- Crumble ..... INS U .50
- Dancing Scimitar ..... AC R 3.00
- Demonic Attorney ..... SOR R 3.50
- Demonic Hordes ..... SC R 8.00
- Demonic Tutor ..... SOR U 4.50
- Desert Twister ..... SOR U 1.00
- Dragon Engine ..... AC R 2.50
- Dwarven Weaponsmith ... SC U .50
- Ebony Horse ..... ART R 1.00
- El-Hajjaj ..... SC R 3.00
- Energy Flux ..... EN U .50
- Erg Raiders ..... SC C .25
- Eye for an Eye ..... INS R 3.00
- Flying Carpet ..... ART R 2.50
- Hurkyl's Recall ..... INS R 2.50
- Island Fish Jasconius ... SC R 2.00
- Ivory Tower ..... ART R 5.00
- Jandor's Ring ..... ART R 2.50
- Jandor's Saddlebags ... ART R 2.00
- Kird Ape ..... SC C .50
- Magnetic Mountain ..... EN R 2.50
- Mijae Djinn ..... SC R 4.00
- Millstone ..... ART R 4.50
- Mishra's War Machine ... AC R 2.00
- Onulet ..... AC R 2.00
- Ornithopter ..... AC U .50
- Plateau ..... LAN R 14.00
- Primal Clay ..... AC R 2.00
- Rack, The ..... ART U .75
- Reconstruction ..... SOR C .25
- Reverse Polarity ..... INS C .25
- Rocket Launcher ..... ART R 3.00
- Savannah ..... LAN R 14.00
- Scrubland ..... LAN R 14.00
- Serendib Efreet ..... SC R 6.00
- Shatterstorm ..... SOR U 1.00
- Sol Ring ..... ART U 3.50
- Sorceress Queen ..... SC R 4.00
- Taiga ..... LAN R 14.00
- Titania's Song ..... EN R 3.00
- Tropical Island ..... LAN R 14.00
- Tundra ..... LAN R 13.00
- Underground Sea ..... LAN R 14.00
- Unstable Mutation ..... EC C .25
- Volcanic Island ..... LAN R 14.00

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a 1995 copyright date beneath the artist's name on the front of the card.

Full Set (378 cards) $200.00
Starter Deck (60 cards) 10.00
Starter Box (10 decks) 95.00
Booster Pack (15 cards) 3.25
Booster Box (36 packs) 95.00
Commons ..... .10
Unlisted Uncommons ..... .50

- Air Elemental ..... SC U 1.00
- Aladdin's Lamp ..... ART R 2.50
- Aladdin's Ring ..... ART R 3.00
- Angry Mob ..... SC U .50
- Animate Dead ..... EN U .50
- Animate Wall ..... EC R 2.00
- Ankh of Mishra ..... ART R 2.50
- Armageddon ..... SOR R 6.50
- Armageddon Clock ..... ART R 2.50
- Ashes to Ashes ..... SOR U .50
- Aspect of Wolf ..... EC R 2.50
- Bad Moon ..... EN R 5.00
- Balance ..... SOR R 4.00
- Ball Lightning ..... SC R 8.00
- Birds of Paradise ..... SC R 6.00
- Black Mana Battery ... ART R 2.50
- Blessing ..... EC R 3.50
- Blue Mana Battery ..... ART R 2.50
- Bottle of Suleiman ..... ART R 2.50
- Cosmic Horror ..... SC R 3.00
- Crimson Manticore ..... SC R 3.00
- Crusade ..... EN R 5.00
- Cursed Land ..... EL U .50
- Dancing Scimitar ..... AC R 2.00
- Deathlace ..... INT R 1.50
- Dingus Egg ..... ART R 3.00
- Disrupting Scepter ..... ART R 2.50
- Divine Transformation ... EC U 1.00
- Dragon Engine ..... AC R 2.50
- Dragon Whelp ..... SC U 1.00
- Drain Power ..... SOR R 3.00
- Earthquake ..... SOR R 4.00
- Ebony Horse ..... ART R 2.00
- El-Hajjaj ..... SC R 2.50
- Elder Land Wurm ..... SC R 2.50
- Elvish Archers ..... SC R 2.50
- Eye for an Eye ..... INS R 2.50
- Fellwar Stone ..... ART U 1.00
- Flying Carpet ..... ART R 2.00
- Force of Nature ..... SC R 6.00
- Fungusaur ..... SC R 3.00
- Gaea's Liege ..... SC R 4.00
- Goblin King ..... SC R 4.00
- Greed ..... EN R 2.50
- Green Mana Battery ... ART R 2.50
- Helm of Chatzuk ..... ART R 2.00
- Hive, The ..... ART R 2.50
- Howling Mine ..... ART R 5.00
- Hurkyl's Recall ..... INS R 2.00
- Hurr Jackal ..... SC R 2.00
- Hypnotic Specter ..... SC U 2.00
- Inferno ..... INS R 3.00
- Instill Energy ..... EC U .50
- Island Fish Jasconius ... SC R 2.50
- Island Sanctuary ..... EN R 2.50
- Ivory Tower ..... ART R 4.00
- Jade Monolith ..... ART R 2.00
- Jandor's Saddlebags ... ART R 2.00



DOUBLE TAKES

BEST PLASTIC SURGERY

Before Jabba's scene returned to "Star Wars: A New Hope," Mr. Lucas did a little tinkering with the Hutt crimelord. When the original scene was shot back in the 70s, Jabba was a short, dumpy-looking old guy in a brown vest. That scene got cut, but when they released the "Special Edition" in 1997, they digitally remade Jabba into what he looked like in "Return of the Jedi"—if somewhat skinnier.

- Brass Man ..... AC U .50
- Bronze Tablet ..... ART R 2.50
- Carrion Ants ..... SC U 1.00
- Chaoslace ..... INT R 2.00
- Circle of Protection: Artifact ..... EN U 1.00
- Clockwork Avian ..... AC R 3.00
- Clockwork Beast ..... AC R 3.00
- Cockatrice ..... SC R 3.00
- Colossus of Sardia ..... AC R 4.50
- Control Magic ..... EC U 1.00
- Coral Helm ..... ART R 2.50
- Jayemdae Tome ..... ART R 3.00
- Junun Efreet ..... SC U .50
- Keldon Warlord ..... SC U .50
- Killer Bees ..... SC U 1.00
- Kismet ..... EN U 1.00
- Kormus Bell ..... ART R 2.00
- Land Tax ..... EN R 4.00
- Leviathan ..... SC R 4.00
- Lifelace ..... INT R 1.50
- Living Artifact ..... EA R 2.00
- Living Lands ..... EN R 2.00
- Lord of Atlantis ..... SC R 4.00
- Lord of the Pit ..... SC R 5.00
- Magical Hack ..... INT R 3.00
- Magnetic Mountain ..... EN R 2.00
- Mahamoti Djinn ..... SC R 5.00
- Mana Clash ..... SOR R 3.00
- Mana Flare ..... EN R 5.00
- Mana Short ..... INS R 2.50
- Mana Vault ..... ART R 3.00
- Manabarbs ..... EN R 2.50
- Meekstone ..... ART R 2.50
- Millstone ..... ART R 4.00
- Mind Twist ..... SOR R 2.50
- Mishra's Factory ..... LAN U 2.00
- Mishra's War Machine ... AC R 2.00
- Nether Shadow ..... SC R 3.00
- Nevinyrral's Disk ..... ART R 5.50
- Nightmare ..... SC R 5.50
- Northern Paladin ..... SC R 4.00
- Onulet ..... AC R 2.00
- Personal Incarnation ... SC R 3.00
- Pirate Ship ..... SC R 2.50
- Power Surge ..... EN R 2.50
- Primal Clay ..... AC R 2.00
- Psionic Entity ..... SC R 2.00
- Purelace ..... INT R 1.50
- Rack, The ..... ART U 1.00
- Radjan Spirit ..... SC U .50
- Rag Man ..... SC R 2.00
- Rebirth ..... SOR R 2.00
- Red Mana Battery ..... ART R 2.50
- Relic Bind ..... EA R 1.50
- Reverse Damage ..... INS R 2.50
- Righteousness ..... INS R 3.00
- Royal Assassin ..... SC R 10.00
- Savannah Lions ..... SC R 4.00
- Sengir Vampire ..... SC U 3.00
- Serra Angel ..... SC U 5.50
- Shapeshifter ..... AC U 1.00
- Shivan Dragon ..... SC R 11.00
- Simulacrum ..... INS U .50
- Siren's Call ..... INS U .50
- Sleight of Mind ..... INT R 2.00
- Smoke ..... EN R 2.50
- Sorceress Queen ..... SC R 3.50
- Spirit Link ..... EC U 1.50
- Stasis ..... EN R 3.50
- Strip Mine ..... LAN U 1.00
- Sunglasses of Urza ..... ART R 2.50
- Swords to Plowshares ... INS U 1.00
- Sylvan Library ..... EN R 4.00
- Tempest Efreet ..... SC R 2.00
- Tetravus ..... AC R 3.00
- Thoughtlace ..... INT R 2.00
- Timber Wolves ..... SC R 2.50
- Time Elemental ..... SC R 4.00
- Titania's Song ..... EN R 2.00
- Triskelion ..... AC R 3.00
- Urza's Avenger ..... AC R 3.00
- Uthden Troll ..... SC U 1.00
- Verduran Enchantress ... SC R 3.00
- Volcanic Eruption ..... SOR R 2.00
- Wanderlust ..... EC U .50
- Warp Artifact ..... EA R 2.00
- Web ..... EC R 2.50
- White Mana Battery ... ART R 2.50
- Whirling Dervish ..... SC U 1.00
- Will-O'-The-Wisp ..... SC R 4.00
- Winds of Change ..... SOR R 3.00
- Winter Blast ..... SOR U .75
- Winter Orb ..... ART R 4.00
- Wrath of God ..... SOR R 6.50
- Xenic Poltergeist ..... SC R 2.00
- Zombie Master ..... SC R 3.00

FIFTH EDITION

WIZARDS OF THE COAST-1997

Full Set (449 cards) 195.00
Starter Deck (60 cards) 9.00
Starter Box (12 decks) 85.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 80.00
Commons ..... .10
Unlisted Uncommons ..... .25

- Abyssal Specter ..... SC U .75
- Adarkar Wastes ..... LAN R 4.00
- Æther Storm ..... EN U .50
- Akron Legionnaire ... SC R 2.75
- Aladdin's Ring ..... ART R 2.50
- An-Havva Constable ... SC R 2.00
- Animate Wall ..... EC R 2.00
- Ankh of Mishra ..... ART R 3.00
- Armageddon ..... SOR R 6.00
- Aspect of Wolf ..... EC R 2.50
- Azure Drake ..... SC U .50
- Bad Moon ..... EN R 5.00
- Ball Lightning ..... SC R 8.50
- Barl's Cage ..... ART R 2.50
- Binding Grasp ..... EC U 1.00
- Birds of Paradise ..... SC R 6.50
- Black Knight ..... SC U 1.25
- Blinking Spirit ..... SC R 5.00
- Bottle of Suleiman ... ART R 2.50
- Bottomless Vault ..... LAN R 2.50
- Breeding Pit ..... EN U 1.25
- Broken Visage ..... INS R 2.00
- Brushland ..... LAN R 4.00

MAGIC The Gathering® Price Guide

Caribou Range	EL	R	2.50
Carrion Ants	SC	U	1.00
CoP: Artifacts	EN	U	1.00
City of Brass	LAN	R	7.00
Clockwork Beast	AC	R	3.00
Cockatrice	SC	R	3.00
Colossus of Sardia	AC	R	4.50
Conquer	EL	U	1.00
Coral Helm	ART	R	2.00
Craw Giant	SC	U	1.50
Crimson Manticore	SC	R	2.00
Crown of the Ages	ART	R	3.00
Crusade	EN	R	5.50
Dance of Many	EN	R	2.50
Dancing Scimitar	AC	R	2.00
Deathgrip	EN	U	.75
Deflection	INT	R	6.00
Derelor	SC	R	2.50
Desert Twister	SOR	U	.75
Dingus Egg	ART	R	2.50
Disrupting Scepter	ART	R	2.50
Divine Transformation	EC	U	.75
Dragon Engine	AC	R	2.00
Drain Power	SOR	R	2.00
Dwarven Hold	LAN	R	2.50
Earthquake	SOR	R	4.00
Elder Druid	SC	R	3.00
Elkin Bottle	ART	R	3.00
Elven Riders	SC	U	1.00
Elvish Archers	SC	R	2.50
Evil Eye of Orms-by-Gore	SC	U	1.00
Eye for an Eye	INS	R	3.00
Fallen Angel	SC	U	1.00
Feldon's Cane	ART	U	1.00
Fellwar Stone	ART	U	1.00
Feroz's Ban	ART	R	2.50
Fire Drake	SC	U	.75
Flame Spirit	SC	U	.50
Flying Carpet	ART	R	2.00
Force of Nature	SC	R	5.00
Forget	SOR	R	2.00
Fountain of Youth	ART	U	.50
Fungusaur	SC	R	3.00
Fyndhorn Elder	SC	U	.75
Game of Chaos	SOR	R	2.50
Gauntlets of Chaos	ART	R	3.00
Goblin King	SC	R	4.00
Goblin Warrens	EN	R	3.00
Greater Realm of Pres.	EN	U	1.00
Havenwood Battleground	LAN	U	.75
Hecatomb	EN	R	4.50
Helm of Chatzuk	ART	R	2.00
Hive, The	ART	R	2.50
Hollow Trees	LAN	R	2.50
Howling Mine	ART	R	5.00
Hurkyl's Recall	INS	R	3.00
Hurricane	SOR	U	1.00
Icatian Phalanx	SC	U	.50
Icatian Store	LAN	R	2.50
Icatian Town	SOR	R	2.50
Ice Floe	LAN	U	.75
Inferno	INS	R	3.00
Infinite Hourglass	ART	R	2.50
Instill Energy	EC	U	.75
Ironclaw Curse	EC	R	2.00
Island Sanctuary	EN	R	3.00
Jade Monolith	ART	R	2.00
Jalum Tome	ART	R	2.50
Jandor's Saddlebags	ART	R	2.00
Jayemdae Tome	ART	R	3.50
Jester's Cap	ART	R	7.50
Jokulhaups	SOR	R	5.00
Juxtapose	SOR	R	2.50
Karma	EN	U	.50
Karplusan Forest	LAN	R	4.00
Killer Bees	SC	U	1.00
Kismet	EN	U	1.00
Kjeldoran Royal Guard	SC	R	3.00
Knight of Stromgald	SC	U	1.00
Leviathan	SC	R	4.00
Lhurgoyf	SC	R	5.00
Lifeforce	EN	U	.50
Lifetap	EN	U	.50
Living Artifact	EA	R	2.00
Living Lands	EN	R	2.50
Lord of Atlantis	SC	R	3.50
Lord of the Pit	SC	R	5.00
Magical Hack	INT	R	3.00
Magus of the Unseen	SC	R	3.00
Mana Clash	SOR	R	2.00
Mana Flare	EN	R	5.00
Mana Vault	ART	R	3.00
Manabarbs	EN	R	2.00
Meekstone	ART	R	3.00
Millstone	ART	R	4.00
Mind Warp	SOR	U	.50
Necropotence	EN	R	5.50
Nether Shadow	SC	R	3.00
Nevinyrral's Disk	ART	R	5.00
Nightmare	SC	R	6.00
Obelisk of Undoing	ART	R	2.50
Orcish Oriflamme	EN	U	.50
Orcish Squatters	SC	R	3.00
Order of the Sacred Torch	SC	R	3.00
Order of the White Shield	SC	U	1.00
Orgg	SC	R	2.50
Pentagram of the Ages	ART	R	3.00
Personal Incarnation	SC	R	3.00
Pirate Ship	SC	R	2.50
Pox	SOR	R	1.50
Primal Clay	AC	R	2.00
Primal Order	EN	R	3.00
Pyroblast	INT	U	.75
Pyrotechnics	SOR	U	.50
Rabid Wombat	SC	U	1.00
Rag Man	SC	R	2.00
Recall	SOR	R	2.00
Reverse Damage	INS	R	3.50
Righteousness	INS	R	3.00
Ruins of Trokair	LAN	U	.50
Sand Silos	LAN	R	2.50
Sea Spirit	SC	U	.50
Sea Sprite	SC	U	.75
Seasinger	SC	U	1.00
Sengir Autocrat	SC	R	3.00
Seraph	SC	R	4.50
Serpent Generator	ART	R	3.00
Serra Paladin	SC	U	.50
Shapeshifter	AC	U	1.00
Shatterstorm	SOR	U	1.00
Shivan Dragon	SC	R	10.00
Sibilant Spirit	SC	R	3.00
Skull Catapult	ART	U	.50
Sleight of Mind	INT	R	2.50
Smoke	EN	R	2.50
Sorceress Queen	SC	R	3.50
Spirit Link	EC	U	1.00
Stampede	INS	R	3.00
Stasis	EN	R	4.50
Stromgald Cabal	SC	R	3.00
Sulfurous Springs	LAN	R	3.50
Sylvan Library	EN	R	4.00
Thicket Basilisk	SC	U	.50
Time Bomb	ART	R	3.00
Time Elemental	SC	R	4.00
Titania's Song	EN	R	2.00
Truce	INS	R	2.00
Underground River	LAN	R	4.00
Urza's Avenger	AC	R	3.00
Verduran Enchantress	SC	R	3.00
Warp Artifact	EA	R	2.00
Whirling Dervish	SC	U	1.00
White Knight	SC	U	1.00
Winds of Change	SOR	R	2.50
Winter Blast	SOR	U	.50
Winter Orb	ART	R	4.00
Wrath of God	SOR	R	6.00
Wretched, The	SC	R	3.00
Wyluli Wolf	SC	R	3.00
Xenic Poltergeist	SC	R	2.00
Zombie Master	SC	R	3.00
Zur's Weirding	EN	R	3.50

SIXTH EDITION (CLASSIC) VI

WIZARDS OF THE COAST-1999

Full Set (335 cards) $195.00
Starter Deck (75 cards) 10.00
Starter Box (12 decks) 88.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 76.00
Commons ..... .10

Unlisted cards are worth the same as their **Fifth Edition** *equivalents.*

Abduction	EC	U	.75
Abyssal Hunter	SC	R	3.00
AEther Flash	EN	U	.50
Agonizing Memories	SOR	U	.50
Amber Prison	ART	R	3.50
Ancestral Memories	SOR	R	3.00
Archangel	SC	R	5.50
Ardent Militia	SC	U	.50
Ashen Powder	SOR	R	3.00
Balduvian Horde	SC	R	8.00
Blaze	SOR	U	1.00
Blighted Shaman	SC	U	.50
Boil	INS	U	.50
Browse	EN	U	1.00
Burrowing	EC	U	.50
Call of the Wild	EN	R	3.00
Celestial Dawn	EN	R	3.00
Charcoal Diamond	ART	U	1.00
Chill	EN	U	.50
Creeping Mold	SOR	U	1.50
Crimson Hellkite	SC	R	6.00
Crystal Vein	LAN	U	.50
Cursed Totem	ART	R	3.00
Daraja Griffin	SC	U	.50
Daring Apprentice	SC	R	3.00
Dense Foliage	EN	R	3.00
Desertion	INS	R	4.00
Diminishing Returns	SOR	R	3.00
Doomsday	SOR	R	3.00
Dragon Mask	ART	U	.75
Dread of Night	EN	U	1.00
Early Harvest	INS	R	3.00
Enlightened Tutor	INS	U	2.00
Ethereal Champion	SC	R	3.00
Exile	INS	R	3.50
Fallow Earth	SOR	U	.75
Familiar Ground	EN	U	.50
Femeref Archers	SC	U	.50



DOUBLE TAKES

BEST BRA

Look hard. For the entire length of "Star Wars," Leia bans the bra, only to don one for the awards ceremony at the movie's end. Besides the comfort factor we're told this affords, many film critics think that this is Lucas showing how Leia has moved from the free-wheeling, devil-may-care princess to the come-of-age, bound-by-duty stateswoman.

Fervor	EN	R	3.50
Final Fortune	INS	R	3.00
Fire Diamond	ART	U	1.00
Fire Elemental	SC	U	.50
Flash	INS	R	3.00
Forbidden Crypt	EN	R	3.00
Goblin Recruiter	SC	U	.50
Greed	EN	R	3.00
Grinning Totem	ART	R	3.50
Hammer of Bogardan	SOR	R	9.00
Harmattan Efreet	SC	U	.50
Heavy Ballista	SC	U	.50
Hidden Horror	SC	U	.50
Hulking Cyclops	SC	U	.50
Illicit Auction	SOR	R	3.00
Infernal Contract	SOR	R	3.00
Insight	EN	U	.50
Lead Golem	AC	U	.50
Library of Lat-Nam	SOR	R	3.00
Light of Day	EN	U	1.00
Longbow Archer	SC	U	1.00
Mana Prism	ART	U	.50
Mana Short	INS	R	3.00
Marble Diamond	ART	U	1.00
Maro	SC	R	4.00
Millstone	ART	R	4.00
Mischievous Poltergeist	SC	U	.50
Moss Diamond	ART	U	1.00
Mystic Compass	ART	U	.50
Mystical Tutor	INS	U	.75
Nature's Resurgence	SOR	R	3.00
Necrosavant	SC	R	3.50
Obsianus Golem	AC	U	.50
Patagia Golem	AC	U	.75
Pearl Dragon	SC	R	4.00
Perish	SOR	U	1.00
Phantom Warrior	SC	U	.50
Phyrexian Vault	ART	U	.50
Pillage	SOR	U	1.75
Polymorph	SOR	R	3.00
Prosperity	SOR	U	1.00
Psychic Transfer	SOR	R	3.00
Reckless Embermage	SC	R	3.00
Relearn	SOR	U	.50
Relentless Assault	SOR	R	6.00
Reprisal	INS	U	.50
River Boa	SC	U	1.00
Rowen	EN	R	3.00
Serenity	EN	R	3.00
Serra's Blessing	EN	U	.50
Sky Diamond	ART	U	1.00
Snake Basket	ART	R	3.50
Soldevi Sage	SC	U	.50
Spitting Drake	SC	U	.50
Staunch Defenders	SC	U	.50
Storm Cauldron	ART	R	3.00
Strands of Night	EN	U	.50
Stupor	SOR	U	.50
Summer Bloom	SOR	U	.50
Sunweb	SC	R	3.00
Tariff	SOR	R	3.00
Teferi's Puzzle Box	ART	R	3.00
Tranquil Grove	EN	R	3.00
Uktabi Orangutan	SC	U	1.50
Uktabi Wildcats	SC	R	3.00
Unseen Walker	SC	U	.50
Unyaro Griffin	SC	U	.50
Vampiric Tutor	INS	R	7.00
Vertigo	INS	U	.50
Volcanic Dragon	SC	R	4.00
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WIZARDS OF THE COAST-1993

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ANTIQUITIES

WIZARDS OF THE COAST-1994

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Booster Pack (8 cards) 20.00
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Amulet of Kroog	ART	C	.50
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Argivian Blacksmith	SC	C	.75

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ○ WHITE ● LAND

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

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WIZARDS OF THE COAST-1994

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THE DARK

WIZARDS OF THE COAST-1994

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- Worms of the Earth ..... EN R 3.50
- Wormwood Treefolk ..... SC R 3.00

FALLEN EMPIRES

WIZARDS OF THE COAST-1994

Full Set (187 cards) $35.00
Booster Pack (8 cards) 1.50
Booster Box (60 packs) 48.00
Unlisted Commons ..... .10
Unlisted Uncommons ..... .50

- Aeolipile ..... ART R 1.00
- Balm of Restoration ..... ART R 1.00
- Bottomless Vault ..... LAN R 2.50
- Breeding Pit ..... EN U 2.00
- Conch Horn ..... ART R 1.00
- Deep Spawn ..... SC U 1.00
- Delif's Cone ..... ART U 1.00
- Delif's Cube ..... ART R 1.50
- Derelor ..... SC R 2.50
- Draconian Cylix ..... ART R 1.00
- Dwarven Armorer ..... SC R 1.00
- Dwarven Hold ..... LAN R 2.00
- Dwarven Ruins ..... LAN U 1.00
- Ebon Praetor ..... SC R 2.50
- Ebon Stronghold ..... LAN U 1.00
- Elven Lyre ..... ART R 1.00
- Elvish Farmer ..... SC R 2.00
- Fungal Bloom ..... EN R 2.00
- Goblin Flotilla ..... SC R 1.50
- Goblin Grenade ..... SOR C .75
- Goblin Warrens ..... EN R 2.50
- Hand of Justice ..... SC R 4.00
- Havenwood Battleground ..... LAN U 1.00
- Hollow Trees ..... LAN R 2.50
- Homarid Shaman ..... SC R 1.00
- Hymn to Tourach ..... SOR C .50
- Icatian Lieutenant ..... SC R 1.50
- Icatian Skirmishers ..... SC R 2.00
- Icatian Store ..... LAN R 2.00
- Icatian Town ..... SOR R 2.00
- Implements of Sacrifice ..... ART R 1.00
- Orgg ..... SC R 2.50
- Rainbow Vale ..... LAN R 2.00
- Ring of Renewal ..... ART R 1.50
- River Merfolk ..... SC R 2.00
- Ruins of Trokair ..... LAN U 1.00
- Sand Silos ..... LAN R 2.00
- Seasinger ..... SC U 1.00
- Soul Exchange ..... SOR U .75
- Spirit Shield ..... ART R 1.00
- Svyelunite Temple ..... LAN U 1.00
- Thelon's Curse ..... EN R 1.00
- Thelonite Monk ..... SC R 2.00
- Thrull Champion ..... SC R 2.00
- Tourach's Gate ..... EL R 2.00
- Vodalian Knights ..... SC R 2.00
- Vodalian War Machine ..... SC R 1.50
- Zelyon Sword ..... ART R 1.00

ICE AGE

WIZARDS OF THE COAST-1995

Full Set (383 cards) $150.00
Starter Deck (60 cards) 9.00
Starter Box (10 decks) 90.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 80.00
Commons ..... .15
Unlisted Uncommons ..... .50

- Abyssal Specter ..... SC U .75
- Adarkar Wastes ..... LAN R 4.50
- Aegis of the Meek ..... ART R 2.50
- Altar of Bone ..... SOR R 2.50
- Amulet of Quoz ..... ART R 2.25
- Anarchy ..... SOR R 1.00
- Ashen Ghoul ..... SC U 1.00
- Balduvian Hydra ..... SC R 4.00
- Blinking Spirit ..... SC R 5.00
- Blizzard ..... EN R 2.00
- Brand of Ill Omen ..... EC R 2.00
- Brushland ..... LAN R 4.50
- Call to Arms ..... EN R 3.00
- Caribou Range ..... EL R 3.00
- Celestial Sword ..... ART R 2.50
- Chaos Lord ..... SC R 3.00
- Chaos Moon ..... EN R 2.50
- Chromatic Armor ..... EC R 2.50
- Crown of the Ages ..... ART R 3.00
- Curse of Marit Lage ..... EN R 2.50
- Dance of the Dead ..... EC U 1.00
- Deflection ..... INT R 6.00
- Despotic Scepter ..... ART R 2.50
- Dread Wight ..... SC R 2.50
- Dwarven Armory ..... EN R 2.50
- Earthlink ..... EN R 2.50
- Elder Druid ..... SC R 3.00
- Elemental Augury ..... EN R 2.25
- Elkin Bottle ..... ART R 3.50
- Enduring Renewal ..... EN R 6.00
- Energy Storm ..... EN R 3.00
- Fiery Justice ..... SOR R 2.50
- Flooded Woodlands ..... EN R 2.00
- Flow of Maggots ..... SC R 2.00
- Forbidden Lore ..... EL R 3.00
- Forgotten Lore ..... SOR U 1.00
- Formation ..... INS R 2.00
- Freyalise's Winds ..... EN R .75
- Fyndhorn Pollen ..... EN R 2.00
- Game of Chaos ..... SOR R 2.00
- General Jarkeld ..... SC R 3.00
- Ghostly Flame ..... EN R 3.00
- Glacial Crevasses ..... EN R 2.00
- Glaciers ..... EN R 2.00
- Goblin Lyre ..... ART R 2.50
- Gravebind ..... INS R 2.00
- Halls of Mist ..... LAN R 2.00
- Hecatomb ..... EN R 5.00
- Hot Springs ..... EL R 2.00
- Ice Cauldron ..... ART R 2.50
- Ice Floe ..... LAN U 1.00
- Icequake ..... SOR U .50
- Icy Manipulator ..... ART U 6.00
- Icy Prison ..... EN R 2.50
- Illusionary Presence ..... SC R 3.00
- Illusions of Grandeur ..... EN R 4.00
- Infernal Darkness ..... EN R 2.50
- Infernal Denizen ..... SC R 2.50
- Infinite Hourglass ..... ART R 3.00
- Jester's Cap ..... ART R 12.00
- Jester's Mask ..... ART R 7.00
- Jokulhaups ..... SOR R 4.00
- Justice ..... EN U 1.00
- Karplusan Forest ..... LAN R 4.50
- Karplusan Yeti ..... SC R 3.00
- Kjeldoran Knight ..... SC R 2.50
- Kjeldoran Phalanx ..... SC R 3.00
- Kjeldoran Royal Guard ..... SC R 3.00
- Knight of Stromgald ..... SC U 1.50
- Krovikan Vampire ..... SC U 1.00
- Land Cap ..... LAN R 3.00
- Lava Tubes ..... LAN R 2.50
- Lhurgoyf ..... SC R 6.00
- Lightning Blow ..... INS R 2.50
- Lost Order of Jarkeld ..... SC R 2.00
- Magus of the Unseen ..... SC R 3.00
- Marton Stromgald ..... SC R 4.50
- Mercenaries ..... SC R 2.00
- Merieke Ri Berit ..... SC R 2.50
- Mesmeric Trance ..... EN R 2.50
- Mind Whip ..... EC R 4.50
- Minion of Leshrac ..... SC R 4.00
- Minion of Tevesh Szat ..... SC R 4.00
- Monsoon ..... EN R 2.50
- Mountain Titan ..... SC R 2.00
- Mudslide ..... EN R 2.50
- Musician ..... SC R 3.00
- Mystic Might ..... EC R 2.50
- Naked Singularity ..... ART R 3.00
- Necropotence ..... EN R 6.00
- Oath of Lim-Dûl ..... EN R 3.50
- Orcish Librarian ..... SC R 2.00
- Orcish Squatters ..... SC R 3.00
- Order of the Sacred Torch SC R 3.00
- Order of the White Shield SC U 1.00
- Pale Bears ..... SC R 2.50
- Pentagram of the Ages ART R 3.00
- Polar Kraken ..... SC R 5.00
- Pox ..... SOR R 4.00
- Pygmy Allosaurus ..... SC R 2.00
- Pyroclasm ..... SOR U 1.00
- Reality Twist ..... EN R 3.00
- Reclamation ..... EN R 2.00
- Ritual of Subdual ..... EN R 3.00
- River Delta ..... LAN R 3.00
- Runed Arch ..... ART R 2.50
- Seraph ..... SC R 5.00
- Shyft ..... SC R 2.00
- Sibilant Spirit ..... SC R 4.00
- Skeleton Ship ..... SC R 2.50
- Sleight of Mind ..... INT U 1.00
- Snow Fortress ..... AC R 2.00
- Snowblind ..... EC R 2.00
- Stormbind ..... EN R 4.00
- Stromgald Cabal ..... SC R 3.50
- Stunted Growth ..... SOR R 3.00
- Sulfurous Springs ..... LAN R 4.50
- Swords to Plowshares ..... INS U 1.50
- Thermokarst ..... SOR U 1.00
- Timberline Ridge ..... LAN R 3.00
- Time Bomb ..... ART R 3.00
- Total War ..... EN R 2.00
- Trailblazer ..... INS R 2.50
- Underground River ..... LAN R 5.50
- Veldt ..... LAN R 3.00
- Vexing Arcanix ..... ART R 3.00
- Vibrating Sphere ..... ART R 2.00
- Wiitigo ..... SC R 2.00
- Winter's Chill ..... INS R 2.00
- Wrath of Marit Lage ..... EN R 2.50
- Zur's Weirding ..... EN R 3.00
- Zuran Orb ..... ART U 1.50

CHRONICLES

WIZARDS OF THE COAST-1995

Full Set (125 cards) $75.00
Booster Pack (12 cards) 2.50
Booster Box (45 packs) 95.00
Unlisted Commons ..... .10

- Abu Ja'far ..... SC U .50
- Akron Legionnaire ..... SC R 2.00
- Aladdin ..... SC R 1.50
- Angelic Voices ..... EN R 3.00
- Arcades Sabboth ..... SL R 3.50
- Arena of the Ancients ..... ART R 2.00
- Axelrod Gunnarson ..... SL R 2.00



DOUBLE TAKES

BIGGEST RIP-OFF

Does that look like Bruce Lee? Well, it could've been. It's no secret there were a lotta Chinese immigrants in the Old West and that Kwai Chang Caine of "Kung Fu" made them all famous. But you may not know that Bruce Lee, straight from his success in "The Green Hornet," was allegedly one of the brains behind the show, slated to take the starring role, until he got ripped off by his co-creator.

- Soldevi Golem ..... AC R 3.00
- Spoils of Evil ..... INT R 3.00
- Spoils of War ..... SOR R 3.00
- Staff of the Ages ..... ART R 2.50
- Stampede ..... INS R 3.00
- Stench of Evil ..... SOR U 1.00
- Storm Spirit ..... SC R 3.00
- Ayesha Tanaka ..... SL U 2.00
- Azure Drake ..... SC U .50
- Banshee ..... SC U .50
- Barl's Cage ..... ART R 2.00
- Beasts of Bogardan ..... SC U .50
- Blood of the Martyr ..... INS U .50
- Blood Moon ..... EN R 3.00
- Book of Rass ..... ART R 1.00
- Bronze Horse ..... AC R 1.50
- Chromium ..... SL R 4.00
- City of Brass ..... LAN R 6.50
- Cocoon ..... EC U .50
- Concordant Crossroads ..... EW R 3.00
- Craw Giant ..... SC U .50
- Cyclone ..... EN R 1.50
- Dakkon Blackblade ..... SL R 3.50
- Dance of Many ..... EN R 2.00
- Enchantment Alteration ..... INS U .50
- Erhnam Djinn ..... SC U 3.00
- Fallen, The ..... SC U .75
- Fallen Angel ..... SC U 1.75
- Feldon's Cane ..... ART C .75
- Fire Drake ..... SC U .50
- Gabriel Angelfire ..... SL R 3.00
- Gauntlets of Chaos ..... ART R 2.00
- Goblin Artisans ..... SC U .50
- Hell's Caretaker ..... SC R 4.00
- Horn of Deafening ..... ART R 2.00
- Ivory Guardians ..... SC U .50
- Jalum Tome ..... ART R 2.00
- Jeweled Bird ..... ART R 1.50
- Johan ..... SL R 2.50
- Juxtapose ..... SOR R 2.00
- Kei Takahashi ..... SL C .25
- Land's Edge ..... EW R 3.50
- Marhault Elsdragon ..... SL U .25
- Nebuchadnezzar ..... SL R 3.00
- Nicol Bolas ..... SL R 4.50
- Obelisk of Undoing ..... ART R 2.00
- Palladia-Mors ..... SL R 4.00
- Petra Sphinx ..... SC R 2.75
- Primordial Ooze ..... SC U .50
- Puppet Master ..... EC U .50
- Rabid Wombat ..... SC U .50
- Rakalite ..... ART R 1.00
- Recall ..... SOR U 1.00
- Revelation ..... EW R 2.00
- Rubinia Soulsinger ..... SL R 3.50
- Safe Haven ..... LAN R 2.00
- Sentinel ..... AC R 2.00
- Serpent Generator ..... ART R 3.00
- Shield Wall ..... SC U .50
- Shimian Night Stalker ..... SC U .50
- Sivitri Scarzam ..... SL U .25
- Sol'kanar the Swamp King SL R 4.00
- Stangg ..... SL R 2.00
- Storm Seeker ..... INS U .75
- Takklemaggot ..... EC U .50
- Teleport ..... SOR R 2.00
- Tobias Andrion ..... SL U .25
- Tormod's Crypt ..... ART U .25
- Triassic Egg ..... ART R 1.50
- Urza's Mine (four versions) ..... LAN C .25
- Urza's Power Plant (four versions) ..... LAN C .25
- Urza's Tower (four versions) ..... LAN C .25
- Vaevictis Asmadi ..... SL R 4.00
- Voodoo Doll ..... ART R 1.50
- Wall of Opposition ..... SC U .50
- Wall of Wonder ..... SC U .50
- Witch Hunter ..... SC U 1.00
- Wretched, The ..... SC R 3.50
- Xira Arien ..... SL R 2.00
- Yawgmoth Demon ..... SC R 2.00

HOMELANDS

WIZARDS OF THE COAST-1995

Full Set (140 cards) $50.00
Booster Pack (8 cards) 2.00
Booster Box (60 packs) 62.00
Commons ..... .10
Unlisted Uncommons ..... .50

- Æther Storm ..... EN U .50
- An-Havva Constable ..... SC U 1.50
- An-Havva Township ..... LAN R .50
- An-Zerrin Ruins ..... EN R 2.00
- Anaba Ancestor ..... SC R 2.00
- Anaba Spirit Crafter ..... SC R 2.00
- Apocalypse Chime ..... ART R 1.75
- Autumn Willow ..... SC R 6.00
- Aysen Crusader ..... SC R 2.00
- Aysen Highway ..... EN R 2.00
- Baki's Curse ..... SOR R 1.50
- Baron Sengir ..... SC R 6.00
- Beast Walkers ..... SC R 1.75
- Black Carriage ..... SC R 1.50
- Broken Visage ..... INS R 2.00
- Castle Sengir ..... LAN R .50
- Chain Stasis ..... INS R 1.50

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact
AC Artifact Creature
CR Current Rarity
EA Enchant Artifact
EC Enchant Creature
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

PRICE DATA HEY! WENT UP WENT DOWN HEAVY TRADING NEW SET

- Daughter of Autumn ...SC R 1.50
- Didgeridoo ...ART R 2.00
- Dwarven Pony ...SC R 1.00
- Dwarven Sea Clan ...SC U 1.00
- Eron the Relentless ...SC U .75
- Faerie Noble ...SC R 2.50
- Feroz's Ban ...ART R 1.50
- Forget ...SOR R 1.50
- Grandmother Sengir...SC R 2.00
- Hazduhr the Abbot ...SC R 1.50
- Headstone ...SC R .15
- Heart Wolf ...SC R 1.50
- Ihsan's Shade ...SC U 1.00
- Ironclaw Curse ...EC R 1.00
- Joven's Tools ...ART R .50
- Koskun Falls ...EN R 1.50
- Leeches ...SOR R 1.50
- Mammoth Harness ...EC R 1.50
- Marjhan ...SC R 2.00
- Mystic Decree ...EN R 3.00
- Narwhal ...SC R 2.00
- Primal Order ...EN R 2.25
- Reveka, Wizard Savant ...SC R 1.50
- Rysorian Badger ...SC R 1.50
- Sengir Autocrat ...SC R 2.50
- Serra Aviary ...EN R 2.50
- Soraya the Falconer ...SC R 2.00
- Timmerian Fiends ...SC R 1.00
- Truce ...INS R 1.50
- Veldrane of Sengir ...SC R 2.00
- Wall of Kelp ...SC R 1.00
- Willow Priestess ...SC R 2.00
- Winter Sky ...SOR R 1.50

ALLIANCES

WIZARDS OF THE COAST-1996

Full Set (199 cards) ...$105.00
Booster Pack (12 cards) ...3.50
Booster Box (45 packs) ...125.00
Commons ...15
Unlisted Uncommons ...50

- Ashnod's Cylix ...ART R 2.50
- Balduvian Dead ...SC U 1.00
- Balduvian Horde ...SC R 8.50
- Balduvian Trading Post LAN R 4.50
- Burnout ...INT U 1.00
- Chaos Harlequin ...SC R 2.25
- Contagion ...INS U 1.00
- Diminishing Returns ...SOR U 4.00
- Diseased Vermin ...SC U 1.00
- Dystopia ...EN R 3.00
- Elvish Spirit Guide ...SC C 1.00
- Energy Arc ...INS U 1.00
- Exile ...INS R 5.00
- Fatal Lore ...SOR R 3.00
- Floodwater Dam ...ART R 3.00
- Force of Will ...INT U 4.50
- Gargantuan Gorilla ...SC R 3.75
- Gustha's Scepter ...ART R 3.00
- Heart of Yavimaya ...LAN R 4.00
- Helm of Obedience ...ART R 7.00
- Ivory Gargoyle ...SC R 5.00
- Kaysa ...SC R 4.00
- Keeper of Tresserhorn ...SC R 3.00
- Kjeldoran Outpost ...LAN R 7.00
- Krovikan Horror ...SC R 3.25
- Lake of the Dead ...LAN R 8.50
- Library of Lat-Nam ...SOR R 4.00
- Lim-Dûl's Paladin ...SC U 1.00
- Lim-Dûl's Vault ...INS U 1.00
- Lodestone Bauble ...ART R 3.50
- Lord of Tresserhorn ...SC R 5.50
- Misfortune ...SOR R 3.00
- Nature's Wrath ...EN R 3.00
- Omen of Fire ...INS R 3.00
- Phantasmal Sphere ...SC R 3.00
- Phelddagrif ...SC R 3.00
- Phyrexian Devourer ...AC R 2.50
- Phyrexian Portal ...ART R 2.50
- Pillage ...SOR U 2.50
- Ritual of the Machine ...SOR R 4.00
- Rogue Skycaptain ...SC R 3.00
- Royal Decree ...EN R 2.50
- Scars of the Veteran ...INS U 1.00
- Sheltered Valley ...LAN R 3.00
- Shield Sphere ...AC U .50
- Sol Grail ...ART R 1.50
- Soldevi Digger ...ART R 4.00
- Soldevi Excavations ...LAN R 4.00
- Splintering Wind ...EN R 2.00
- Storm Cauldron ...ART R 4.00
- Stromgald Spy ...SC U 1.00
- Sustaining Spirit ...SC R 3.00
- Sworn Defender ...SC R 3.00
- Thawing Glaciers ...LAN R 7.00
- Thought Lash ...EN R 2.50
- Tidal Control ...EN R 3.00
- Tornado ...EN R 2.00
- Urza's Engine ...AC R .75
- Varchild's War-Riders ...SC R 3.00
- Wand of Denial ...ART R 1.50
- Wandering Mage ...SC R 2.50
- Whirling Catapult ...ART R 1.50
- Winter's Night ...EN R 2.50
- Yavimaya Ants ...SC U 1.00

MIRAGE

WIZARDS OF THE COAST-1996

Full Set (350 cards) ...$150.00
Starter Deck (60 cards) ...9.00
Starter Box (12 decks) ...85.00
Booster Pack (15 cards) ...3.00
Booster Box (36 packs) ...75.00
Commons ...10
Unlisted Uncommons ...50
Unlisted Rares ...2.00

- Abyssal Hunter ...SC R 3.00
- Afiya Grove ...EN R 2.50
- Afterlife ...INS U .75
- Amber Prison ...ART R 3.00
- Amulet of Unmaking ...ART R 2.50
- Ancestral Memories ...SOR R 3.00
- Ashen Powder ...SOR R 3.00
- Asmira, Holy Avenger ...SC R 3.00
- Auspicious Ancestor ...SC R 2.50
- Barreling Attack ...INS R 2.50
- Basalt Golem ...AC U .50
- Bazaar of Wonders ...EN R 4.00
- Benthic Djinn ...SC R 3.00
- Blighted Shaman ...SC U .50
- Blind Fury ...INS U .50
- Bone Mask ...ART R 2.50
- Brushwagg ...SC R 2.50
- Burning Palm Efreet ...SC U .75
- Cadaverous Bloom ...EN R 5.00
- Canopy Dragon ...SC R 4.50
- Carrion ...INS R 3.00
- Catacomb Dragon ...SC R 5.50
- Celestial Dawn ...EN R 6.00
- Chaosphere ...EN R 3.00
- Charcoal Diamond ...ART U 1.00
- Consuming Ferocity ...EC U .50
- Coral Fighters ...SC U .50
- Crimson Hellkite ...SC R 6.00
- Crypt Cobra ...SC U .50
- Cursed Totem ...ART R 4.00
- Cycle of Life ...EN R 2.50
- Daring Apprentice ...SC R 2.50
- Dissipate ...INT U 1.50
- Divine Retribution ...INS R 2.50
- Dwarven Miner ...SC U .75
- Early Harvest ...INS R 3.00
- Emberwilde Caliph ...SC R 2.50
- Emberwilde Djinn ...SC R 3.00
- Energy Bolt ...SOR R 3.00
- Energy Vortex ...EN R 3.00
- Enlightened Tutor ...INS U 2.75
- Ethereal Champion ...SC R 3.00
- Favorable Destiny ...EC U .75
- Final Fortune ...INS R 4.00
- Fire Diamond ...ART U 1.00
- Flash ...INS R 3.00
- Forbidden Crypt ...EN R 3.50
- Forsaken Wastes ...EN R 5.00
- Frenetic Efreet ...SC R 4.00
- Goblin Soothsayer ...SC U .50
- Grim Feast ...EN R 3.00
- Grinning Totem ...ART R 6.00
- Hakim, Loreweaver ...SC R 3.00
- Hall of Gemstone ...EN R 3.00
- Hammer of Bogardan ...SOR R 12.00
- Harbinger of Night ...SC R 3.00
- Hivis of the Scale ...SC R 3.00
- Horrible Hordes ...AC U .50
- Illicit Auction ...SOR R 2.50
- Illumination ...INT U .50
- Infernal Contract ...SOR R 4.00
- Jabari's Influence ...INS R 2.50
- Jungle Patrol ...SC R 2.50
- Kukemssa Pirates ...SC R 2.75
- Leering Gargoyle ...SC R 2.50
- Lion's Eye Diamond ...ART R 3.50
- Lure of Prey ...INS R 2.50
- Malignant Growth ...EN R 3.00
- Mana Prism ...ART U 1.00
- Mangara's Blessing ...INS U 1.00
- Mangara's Equity ...EN U 1.00
- Mangara's Tome ...ART R 3.50
- Marble Diamond ...ART U 1.00
- Maro ...SC R 5.00
- Melesse Spirit ...SC U 1.00
- Mindbender Spores ...SC R 2.50
- Mire Shade ...SC U .50
- Misers' Cage ...ART R 3.00
- Mist Dragon ...SC R 5.00
- Moss Diamond ...ART U 1.00
- Mystical Tutor ...INS U 1.00
- Natural Balance ...SOR R 3.50
- Nettletooth Djinn ...SC U 1.00
- Null Chamber ...EN R 3.50
- Painful Memories ...SOR U .50
- Paupers' Cage ...ART R 3.00
- Pearl Dragon ...SC R 4.00
- Phyrexian Dreadnought ...AC R 6.50
- Phyrexian Purge ...SOR R 2.50
- Political Trickery ...SOR R 3.00
- Preferred Selection ...EN R 3.00
- Prismatic Boon ...INS U .50
- Prismatic Lace ...INS R 2.50
- Psychic Transfer ...SOR R 3.00
- Purgatory ...EN R 3.00
- Purraj of Urborg ...SC R 3.50
- Rashida Scalebane ...SC R 3.00
- Razor Pendulum ...ART R 3.00
- Reckless Embermage ...SC R 3.00
- Reflect Damage ...INS R 3.00
- Reparations ...EN R 3.00
- Rock Basilisk ...SC R 3.00
- Roots of Life ...EN U .50
- Sacred Mesa ...EN R 6.00
- Savage Twister ...SOR U 1.00
- Sawback Manticore ...SC R 3.00
- Sealed Fate ...SOR U 1.00
- Shallow Grave ...INS R 4.00
- Shauku, Endbringer ...SC R 3.00
- Shimmer ...EN R 3.50
- Sidar Jabari ...SC R 3.00
- Sky Diamond ...ART D 1.00
- Soul Echo ...EN R 3.00
- Spectral Guardian ...SC R 3.00
- Spirit of the Night ...SC R 8.50
- Stupor ...SOR U 1.00
- Subterranean Spirit ...SC R 3.00
- Sunweb ...SC R 3.00
- Taniwha ...SC R 4.00
- Teeka's Dragon ...AC R 7.00
- Teferi's Imp ...SC R 2.50
- Teferi's Isle ...LAN R 2.50
- Worldly Tutor ...INS U 1.00
- Zebra Unicorn ...SC U 1.00
- Zirilan of the Claw ...SC R 5.50
- Zuberi, Golden Feather ...SC R 3.00

VISIONS

WIZARDS OF THE COAST-1997

Full Set (167 cards) ...100.00
Booster Pack (15 cards) ...3.00
Booster Box (36 packs) ...100.00
Commons ...15
Unlisted Uncommons ...50
Unlisted Rares ...3.00

- Aku Djinn ...SC R 4.00
- Anvil of Bogardan ...ART R 4.00
- Archangel ...SC R 5.50
- Army Ants ...SC U .50
- Blanket of Night ...EN U 1.00
- Bogardan Phoenix ...SC R 3.50
- Brass-Talon Chimera ...AC U .50
- Brood of Cockroaches ...SC U .50
- Chronatog ...SC R 4.00
- City of Solitude ...EN R 6.00
- Creeping Mold ...SOR U 1.75
- Desertion ...INT R 5.00
- Desolation ...EN U .50
- Dragon Mask ...ART U 1.00
- Elephant Grass ...EN U 1.00
- Firestorm Hellkite ...SC R 5.00
- Flooded Shoreline ...EN R 2.50
- Goblin Recruiter ...SC U 1.00
- Guiding Spirit ...SC R 2.50
- Helm of Awakening ...ART R .50
- Honorable Passage ...INS U 1.00



DOUBLE TAKES

BEST MUSICIAN

Bill Mumy, who played Lennier on "Babylon 5" and starred in "Lost in Space," made his name as an actor. But he sings as well. As one half of Barnes & Barnes, he was one of the geniuses behind the 1978 cult classic song "Fish Heads." It's nice to know that he'll always have a job if television ever runs out of space adventure shows.

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WEATHERLIGHT

WIZARDS OF THE COAST-1997

Full Set (167 cards) ...85.00
Booster Pack (15 cards) ...2.75
Booster Box (36 packs) ...65.00
Commons ...10
Unlisted Uncommons ...50
Unlisted Rares ...3.00

- Abeyance ...INS R 7.00
- Æther Flash ...EN U 1.50
- Alabaster Dragon ...SC R 4.00
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- Bosium Strip ...ART R 4.00
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- Debt of Loyalty ...INS R 3.50
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- Gallowbraid ...SC R 3.50
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- Hurloon Shaman ...SC U .50
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- Mana Web ...ART R 4.00
- Maraxus of Keld ...SC R 4.50
- Nature's Resurgence ...SOR R 4.00
- Noble Benefactor ...SC U .75
- Orcish Settlers ...SC R 1.00
- Peacekeeper ...SC R 4.00
- Pendrell Mists ...EN R 4.00
- Phantom Warrior ...SC U 1.00
- Relearn ...SOR U 1.00
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- Serra's Blessing ...EN U 1.00
- Southern Paladin ...SC R 4.50
- Teferi's Veil ...EN U .50
- Thran Tome ...ART R 2.75
- Thundermare ...SC R 6.00
- Touchstone ...ART U 1.00
- Tranquil Grove ...EN R 3.50
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- Volunteer Reserves ...SC U .75
- Well of Knowledge ...ART R 4.00
- Winding Canyon ...LAN R 4.00
- Xanthic Statue ...ART R 4.00

TEMPEST

WIZARDS OF THE COAST-1997

Full Set (335 cards) ...175.00
Booster Pack (15 cards) ...3.00
Booster Box (36 packs) ...84.00
Starter Deck (60 cards) ...8.00
Starter Box (12 decks) ...80.00
Starter Box (12 decks-pre-constructed) ...100.00
Commons ...10
Unlisted Uncommons ...75

- Altar of Dementia ...ART R 5.00
- Aluren ...EN R 4.00
- Angelic Protector ...SC U .75
- Apes of Rath ...SC U .50
- Apocalypse ...SOR R 4.00
- Auratog ...SC R 2.50
- Avenging Angel ...SC R 4.50
- Bellowing Fiend ...SC R 3.00
- Benthic Behemoth ...SC R 4.00
- Booby Trap ...ART R 4.50

MAGIC The Gathering® Price Guide

- Bottle Gnomes ..... AC U 1.00
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- Caldera Lake ..... LAN R 4.00
- Canyon Drake ..... SC R 2.50
- Carrionette ..... SC R 3.50
- Chaotic Goo ..... SC R 3.00
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- Crazed Armodon ..... SC R 3.00
- Cursed Scroll ..... ART R 15.00
- Dauthi Embrace ..... EN U 1.00
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- Dracoplasm ..... SC R 4.00
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- Energizer ..... AC R 3.00
- Ertai's Meddling ..... INT R 3.00
- Escaped Shapeshifter ... SC R 3.50
- Extinction ..... SOR R 4.00
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- Flickering Ward ..... EC U 1.00
- Flowstone Salamander ... SC U .75
- Flowstone Sculpture ... AC R 3.50
- Flowstone Wyvern ..... SC R 3.50
- Fool's Tome ..... ART R 2.50
- Fugitive Druid ..... SC R 3.00
- Furnace of Rath ..... EN R 4.50
- Fylamarid ..... SC U 1.00
- Gerrard's Battle Cry ..... EN R 4.00
- Goblin Bombardment ... EN U 1.00
- Grindstone ..... ART R 6.00
- Hand to Hand ..... EN R 3.00
- Hanna's Custody ..... EN R 3.00
- Heartwood Giant ..... SC R 3.00
- Helm of Possession ..... ART R 4.50
- Humility ..... EN R 4.00
- Interdict ..... INT U 1.00
- Intuition ..... INS R 4.50
- Jackal Pup ..... SC U 1.00
- Jet Medallion ..... ART R 4.50
- Jinxed Idol ..... ART R 4.00
- Kezzerdrix ..... SC R 3.00
- Knight of Dawn ..... SC U 1.00
- Knight of Dusk ..... SC U .50
- Krakilin ..... SC U 1.00
- Legacy's Allure ..... EN U 1.00
- Legerdemain ..... SOR U 1.00
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- Lobotomy ..... SOR U 1.00
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- Magmasaur ..... SC R 2.50
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- Marble Titan ..... SC R 3.00
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DOUBLE TAKES

CUTEST COUPLE

It's funny enough that Jerry Doyle, who played Security Chief Garibaldi on "Babylon 5," haphazardly fell into the role after being a jet pilot and stockbroker. It gets really funny when you learn he married Andrea Thompson, who played evil Talia Winters on the show. Though the marriage is no more, space love lives on among the cast of "Deep Space Nine."

- Sarcomancy ..... EN R 4.00
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- Screeching Harpy ..... SC U .50
- Scroll Rack ..... ART R 5.50
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- Shocker ..... SC R 4.00
- Sky Spirit ..... SC U 1.00
- Skyshroud Forest ..... LAN R 4.00
- Skyshroud Vampire ..... SC U 1.00
- Soltari Emissary ..... SC R 3.00
- Soltari Guerrillas ..... SC R 3.00
- Soltari Monk ..... SC U 1.00
- Soltari Priest ..... SC U 1.00
- Spirit Mirror ..... EN R 4.00
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- Starke of Rath ..... SC R 3.00
- Static Orb ..... ART R 4.00
- Steal Enchantment ..... EE U .75
- Storm Front ..... EN U .50
- Sudden Impact ..... INS U 1.00
- Telethopter ..... AC U .50
- Thalakos Lowlands ..... LAN U .50
- Thumbscrews ..... ART R 3.00
- Time Warp ..... SOR R 9.00
- Tooth and Claw ..... EN R 2.50
- Torture Chamber ..... ART R 3.50
- Tradewind Rider ..... SC R 10.00
- Unstable Shapeshifter ... SC R 3.50
- Vec Township ..... LAN U .75
- Verdant Force ..... SC R 7.50
- Verdigris ..... INS U .50
- Vhat il-Dal ..... SC R 4.00
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- Wasteland ..... LAN U 3.00
- Whim of Volrath ..... INS R 4.00
- Whispers of the Muse ... INS U 1.00
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- Winds of Rath ..... SOR R 4.50
- Wood Sage ..... SC R 3.00

STRONGHOLD

WIZARDS OF THE COAST-1998

Full Set (143 cards) 115.00
Starter Deck (60 cards) 9.00
Starter Box (12 decks) 90.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 75.00
Commons ..... .10
Unlisted Uncommons 1.00

- Acidic Sliver ..... SC U .75
- Amok ..... EN R 2.50
- Awakening ..... EN R 4.00
- Bottomless Pit ..... EN U .50
- Burgeoning ..... EN R 3.50
- Carnassid ..... SC R 3.00
- Crovax the Cursed ..... SC R 4.00
- Crystalline Sliver ..... SC U 1.00
- Dream Halls ..... EN R 4.50
- Ensnaring Bridge ..... ART R 5.00
- Evacuation ..... INS R 3.50
- Fanning the Flames ... SOR U .50
- Flowstone Mauler ..... SC R 3.00
- Grave Pact ..... EN R 4.00
- Heartstone ..... ART U .75
- Heat of Battle ..... EN U .50
- Hermit Druid ..... SC R 3.00
- Hesitation ..... EN U .50
- Hidden Retreat ..... EN R 3.00
- Horn of Greed ..... ART R 3.50
- Intruder Alarm ..... EN R 3.50
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- Jinxed Ring ..... ART R 3.00
- Mask of the Mimic ..... INS U .50
- Megrim ..... EN U 1.00
- Mind Peel ..... SOR U .50
- Mindwarper ..... SC R 3.00
- Mogg Infestation ..... SOR R 4.00
- Mogg Maniac ..... SC U .50
- Mortuary ..... EN R 3.00
- Mox Diamond ..... ART R 15.00
- Portcullis ..... ART R 4.00
- Pursuit of Knowledge ... EN R 5.00
- Rebound ..... INT U .75
- Reins of Power ..... INS R 3.50
- Revenant ..... SC R 3.00
- Rolling Stones ..... EN R 3.50
- Ruination ..... SOR R 4.00
- Sacred Ground ..... EN R 3.50
- Shaman en-Kor ..... SC R 3.50
- Shard Phoenix ..... SC R 5.50
- Shifting Wall ..... AC U .75
- Silver Wyvern ..... SC R 4.50
- Skeleton Scavengers ... SC R 2.50
- Sliver Queen ..... SC R 9.50
- Soltari Champion ..... SC R 3.50
- Spike Breeder ..... SC R 3.00
- Spike Feeder ..... SC U 1.00
- Spitting Hydra ..... SC R 3.00
- Stronghold Assassin ..... SC R 3.50
- Sword of the Chosen ... ART R 2.50
- Temper ..... INS U .75
- Thalakos Deceiver ..... SC R 3.00
- Verdant Touch ..... SOR R 2.50
- Victual Sliver ..... SC U 1.00
- Volrath's Gardens ..... EN R 3.50
- Volrath's Laboratory ... ART R 4.00
- Volrath's Shapeshifter ... SC R 3.50
- Volrath's Stronghold ... LAN R 5.50
- Wall of Blossoms ..... SC U 1.00
- Wall of Essence ..... SC U 1.00
- Wall of Souls ..... SC U 2.00
- Warrior Angel ..... SC R 4.00

EXODUS

WIZARDS OF THE COAST-1998

Full Set (143 cards) 115.00
Starter Deck (60 cards) 9.50
Starter Box (12 decks) 115.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 82.00
Commons ..... .10
Unlisted Uncommons 1.00

- Cataclysm ..... SOR R 8.00
- City of Traitors ..... LAN R 4.00
- Coat of Arms ..... ART R 11.00
- Convalescence ..... EN R 3.00
- Dauthi Warlord ..... SC U 1.00
- Dominating Licid ..... SC R 3.00
- Entropic Specter ..... SC R 3.00
- Ephemeron ..... SC R 3.00
- Equilibrium ..... EN R 4.00
- Erratic Portal ..... ART R 4.00
- Ertai, Wizard Adept ..... SC R 7.50
- Exalted Dragon ..... SC R 4.00
- Fighting Chance ..... INS R 3.00
- Forbid ..... INT U 1.00
- Hatred ..... INS R 4.00
- Limited Resources ..... EN R 4.00
- Manabond ..... EN R 3.00
- Memory Crystal ..... ART R 3.50
- Mind Maggots ..... SC U .75
- Mind Over Matter ..... EN R 4.50
- Mindless Automaton ..... AC R 2.50
- Mirri, Cat Warrior ..... SC R 3.50
- Monstrous Hound ..... SC R 2.50
- Null Brooch ..... ART R 5.00
- Oath of Druids ..... EN R 7.00
- Oath of Ghouls ..... EN R 4.00
- Oath of Lieges ..... EN R 3.50
- Oath of Mages ..... EN R 3.00
- Oath of Scholars ..... EN R 3.00
- Ogre Shaman ..... SC R 3.00
- Paladin en-Vec ..... SC R 5.00
- Pandemonium ..... EN R 5.50
- Pit Spawn ..... SC R 4.00
- Plaguebearer ..... SC R 3.00
- Ravenous Baboon ..... SC R 3.00
- Recurring Nightmare ..... EN R 5.00
- Resuscitate ..... INS U .75
- Seismic Assault ..... EN R 4.00
- Skyshroud War Beast ... SC R 3.50
- Sphere of Resistance ... ART R 4.00
- Spike Cannibal ..... SC U .75
- Spike Hatcher ..... SC R 3.00
- Spike Weaver ..... SC R 5.00
- Survival of the Fittest ... EN R 6.00
- Thalakos Drifters ..... SC R 3.00
- Thopter Squadron ..... AC R 2.50
- Volrath's Dungeon ..... EN R 3.50
- Wall of Nets ..... SC R 3.00
- Workhorse ..... AC R 2.50

URZA'S SAGA

WIZARDS OF THE COAST-1998

Full Set (335 cards) 200.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 85.00
Starter Deck (75 cards) 10.00
Starter Box (12 decks) 90.00
Commons ..... .10
Unlisted Uncommons 1.00
Unlisted Rares 3.00

- Abundance ..... EN R 4.50
- Abyssal Horror ..... SC R 2.50
- Angelic Chorus ..... EN R 5.00
- Arcane Laboratory ..... EN U 1.00
- Argothian Enchantress ... SC R 5.50
- Argothian Wurm ..... SC R 5.00
- Back to Basics ..... EN R 4.00
- Barrin, Master Wizard ... SC R 4.50
- Barrin's Codex ..... ART R 3.50
- Bedlam ..... EN R 3.50
- Catastrophe ..... SOR R 4.50
- Child of Gaea ..... SC R 4.00
- Chimeric Staff ..... ART R 4.50
- Citanul Centaurs ..... SC R 5.00
- Citanul Flute ..... ART R 4.00
- Citanul Hierophants ..... SC R 3.50
- Crater Hellion ..... SC R 4.50
- Dark Hatchling ..... SC R 4.00
- Discordant Dirge ..... EN R 3.50
- Drifting Djinn ..... SC R 4.00
- Eastern Paladin ..... SC R 4.00
- Electryte ..... SC R 3.50
- Elite Archers ..... SC R 3.50
- Endless Wurm ..... SC R 4.00
- Energy Field ..... EN R 5.00
- Exploration ..... EN R 4.00
- Faith Healer ..... SC R 3.50
- Fault Line ..... INS R 4.00
- Gaea's Cradle ..... LAN R 13.00
- Gamble ..... SOR R 4.00
- Gilded Drake ..... SC R 4.00
- Glorious Anthem ..... EN R 5.00
- Grafted Skullcap ..... ART R 3.50
- Great Whale ..... SC R 5.00
- Greater Good ..... EN R 4.00
- Greener Pastures ..... EN R 3.50
- Herald of Serra ..... SC R 3.50
- Ill-Gotten Gains ..... SOR R 4.00
- Imaginary Pet ..... SC R 3.50
- Karn, Silver Golem ..... AC R 3.50
- Lifeline ..... ART R 4.50
- Lightning Dragon ..... SC R 5.50
- Lightning Dragon (Promo) SC R 15.00
- Lotus Blossom ..... ART R 4.50
- Lurking Evil ..... EN R 3.50
- Midsummer Revel ..... EN R 3.50
- Mishra's Helix ..... ART R 3.50
- Morphling ..... SC R 8.00
- Noetic Scales ..... ART R 3.50
- Opal Archangel ..... EN R 5.00
- Opal Titan ..... EN R 4.00
- Oppression ..... EN R 3.50
- Pariah ..... EC R 4.00
- Persecute ..... SOR R 5.00
- Phyrexian Colossus ..... AC R 4.00
- Phyrexian Processor ... ART R 5.00
- Phyrexian Tower ..... LAN R 3.75
- Planar Birth ..... SOR R 3.50
- Seasoned Marshal ..... SC U 1.50
- Serra Avatar ..... SC R 12.50
- Serra's Liturgy ..... EN R 3.50
- Serra's Sanctum ..... LAN R 4.50
- Shivan Gorge ..... LAN R 5.50
- Shivan Hellkite ..... SC R 5.50
- Show and Tell ..... SOR R 4.50
- Smokestack ..... ART R 5.00
- Sneak Attack ..... EN R 6.50
- Somnophore ..... SC R 3.50
- Stroke of Genius ..... INS R 8.50
- Sunder ..... INS R 4.50
- Tainted Æther ..... EN R 3.50
- Temporal Aperture ..... ART R 3.50
- Thran Quarry ..... LAN R 8.00
- Time Spiral ..... SOR R 5.00
- Tolarian Academy ..... LAN R 4.50
- Umbilicus ..... ART R 3.50
- Vernal Bloom ..... EN R 3.50
- Whetstone ..... ART R 3.50

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact
AC Artifact Creature
CR Current Rarity
EA Enchant Artifact
EC Enchant Creature
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

PRICE DATA HEY! Now! WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

Whirlwind	SOR	R	3.50
Wildfire	SOR	R	4.50
Worship	EN	R	6.50
Yawgmoth's Will	SOR	R	7.00
Zephid	SC	R	4.00

URZA'S LEGACY

WIZARDS OF THE COAST-1999

Full Set (143 cards) 85.00
Preconstructed Starter Deck (75 cards) 9.00
Starter Box (12 decks) 90.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 105.00
Commons ..... .10
Unlisted Uncommons ..... .75

Anthroplasm	SC	R	3.50
Archivist	SC	R	4.00
Avalanche Riders	SC	U	1.00
Beast of Burden	AC	R	4.00
Blessed Reversal	INS	R	4.00
Brink of Madness	EN	R	3.50
Crawlspace	ART	R	4.00
Damping Engine	ART	R	4.00
Defense Grid	ART	R	5.00
Defense of the Heart	EN	R	4.50
Delusions of Mediocrity	EN	R	4.00
Deranged Hermit	SC	R	5.00
Eviscerator	SC	R	4.00
Fleeting Image	SC	R	4.00
Goblin Welder	SC	R	3.00
Grim Monolith	ART	R	7.00
Hidden Gibbons	EN	R	4.00
Impending Disaster	EN	R	4.50
Iron Maiden	ART	R	4.50
Karmic Guide	SC	R	4.00
Lurking Skirge	EN	R	3.50
Memory Jar	ART	R	4.00
Might of Oaks	INS	R	7.00
Molten Hydra	SC	R	4.00
Multani, Maro-Sorcerer	SL	R	6.00
No Mercy	EN	R	6.00
Opal Avenger	EN	R	4.00
Palinchron	SC	R	6.50
Phyrexian Plaguelord	SC	R	3.50
Planar Collapse	EN	R	5.00
Purify	SOR	R	4.00
Pyromancy	EN	R	5.00
Quicksilver Amulet	ART	R	4.00
Radiant, Archangel	SL	R	6.00
Ring of Gix	ART	R	6.00
Rivalry	EN	R	4.00
Scrapheap	ART	R	3.50
Second Chance	EN	R	5.50
Shivan Phoenix	SC	R	5.50
Subversion	EN	R	3.50
Thran Lens	ART	R	4.00
Thran War Machine	AC	U	1.00
Thran Weaponry	ART	R	3.00
Urza's Blueprints	ART	R	4.00
Weatherseed Treefolk	SC	R	6.00
Wheel of Torture	ART	R	4.00

URZA'S LEGACY (FOIL SET)

WIZARDS OF THE COAST-1999

Full Set (143 cards) 1,900.00
Unlisted Commons 3.00
Unlisted Uncommons 12.00

Angel's Trumpet	ART	U	7.00
Anthroplasm	SC	R	18.00
Archivist	SC	R	22.00
Avalanche Riders	SC	U	9.00
Beast of Burden	AC	R	22.00
Blessed Reversal	INS	R	22.00
Bloated Toad	SC	U	9.00
Bone Shredder	SC	U	9.00
Brink of Madness	EN	R	20.00
Crawlspace	ART	R	20.00
Damping Engine	ART	R	22.00
Defense Grid	ART	R	22.00
Defense of the Heart	EN	R	22.00
Delusions of Mediocrity	EN	R	24.00
Deranged Hermit	SC	R	25.00
Eviscerator	SC	R	20.00
Faerie Conclave	LAN	U	9.00
Fleeting Image	SC	R	22.00
Forbidding Watchtower	LAN	U	9.00
Gang of Elk	SC	U	8.00
Ghitu War Cry	EN	U	8.00
Goblin Welder	SC	R	20.00
Grim Monolith	ART	R	25.00
Harmonic Convergence	INS	U	8.00
Hidden Gibbons	EN	R	22.00
Hope and Glory	INS	U	8.00
Impending Disaster	EN	R	20.00
Iron Maiden	ART	R	20.00
Jhoira's Toolbox	AC	U	9.00
Karmic Guide	SC	R	22.00
Lone Wolf	SC	U	7.00
Lurking Skirge	EN	R	20.00
Memory Jar	ART	R	20.00
Might of Oaks	INS	R	25.00
Molten Hydra	SC	R	22.00
Mother of Runes	SC	U	9.00
Multani, Maro-Sorcerer	SL	R	32.00
No Mercy	EN	R	30.00
Opal Avenger	EN	R	20.00
Opportunity	INS	U	9.00
Palinchron	SC	R	30.00
Phyrexian Plaguelord	SC	R	22.00
Phyrexian Reclamation	EN	U	9.00
Planar Collapse	EN	R	25.00
Purify	SOR	R	20.00
Pyromancy	EN	R	22.00
Quicksilver Amulet	ART	R	22.00
Radiant, Archangel	SL	R	32.00
Ring of Gix	ART	R	40.00
Rivalry	EN	R	20.00
Scrapheap	ART	R	20.00
Second Chance	EN	R	22.00
Shivan Phoenix	SC	R	22.00
Simian Grunts	SC	C	5.00
Spawning Pool	LAN	U	8.00
Subversion	EN	R	22.00
Thran Lens	ART	R	22.00
Thran Weaponry	ART	R	20.00
Urza's Blueprints	ART	R	20.00
Viashino Cutthroat	SC	U	8.00
Viashino Heretic	SC	U	8.00
Weatherseed Treefolk	SC	R	25.00
Wheel of Torture	ART	R	20.00
Wing Snare	SOR	U	7.00

URZA'S DESTINY

WIZARDS OF THE COAST-1999

Full Set (143 cards) 85.00
Preconstructed Starter Deck (75 cards) 9.00
Starter Box (12 decks) 90.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 85.00
Commons ..... .10
Unlisted Uncommons ..... .75

Academy Rector	SC	R	4.75
Ancient Silverback	SC	R	4.50
Apprentice Necromancer	SC	R	3.50
Attrition	EN	R	4.00
Aura Thief	SC	R	4.00
Blizzard Elemental	SC	R	4.00
Bloodshot Cyclops	SC	R	4.00
Body Snatcher	SC	R	3.50
Brine Seer	SC	U	1.00
Caltrops	ART	U	1.00
Carnival of Souls	EN	R	3.00
Cinder Seer	SC	U	1.00
Covetous Dragon	SC	R	6.00
Donate	SOR	R	4.00
Elvish Piper	SC	R	4.00
Emperor Crocodile	SC	R	5.00
Eradicate	SOR	U	1.00
False Prophet	SC	R	5.00
Field Surgeon	SC	C	4.00
Flicker	SOR	R	4.00
Goblin Festival	EN	R	3.00
Goblin Marshal	SC	R	4.00
Hunting Moa	SC	U	1.00
Impatience	EN	R	3.00
Ivy Seer	SC	U	1.00
Junk Diver	AC	R	4.00
Keldon Champion	SC	U	1.00
Landslide	SOR	U	1.00
Master Healer	SC	R	4.00
Masticore	AC	R	15.00
Metalworker	AC	R	4.00
Nightshade Seer	SC	U	1.00
Opalescence	EN	R	3.50
Opposition	EN	R	4.50
Pattern of Rebirth	EC	R	4.00
Phyrexian Negator	SC	R	4.50
Plow Under	SOR	R	4.00
Powder Keg	ART	R	6.00
Quash	INS	U	1.00
Rapid Decay	INS	R	3.00
Rayne, Academy Chancellor	SC	R	4.00
Repercussion	EN	R	4.00
Replenish	SOR	R	4.00
Rofellos, Llanowar Emissary	SC	R	4.50
Scour	INS	U	1.00
Scrying Glass	ART	R	4.00
Storage Matrix	ART	R	4.50
Temporal Adept	SC	R	4.50
Tethered Griffin	SC	R	4.00
Thieving Magpie	SC	U	1.00
Thorn Elemental	SC	R	7.50
Thran Golem	AC	R	4.50
Treachery	EC	R	6.00
Urza's Incubator	ART	R	4.00
Wake of Destruction	SOR	R	4.50
Yavimaya Enchantress	SC	U	1.00
Yavimaya Hollow	LAN	R	4.50
Yawgmoth's Bargain	EN	R	7.50

URZA'S DESTINY (FOIL SET)

WIZARDS OF THE COAST-1999

Full Set (143 cards) 900.00
Unlisted Commons 2.50
Unlisted Uncommons 9.50

Academy Rector	SC	R	16.00
Æther Sting	EN	U	4.00
Ancient Silverback	SC	R	16.00
Apprentice Necromancer	SC	R	14.00
Attrition	EN	R	12.00
Aura Thief	SC	R	14.00
Blizzard Elemental	SC	R	14.00
Bloodshot Cyclops	SC	R	12.00
Body Snatcher	SC	R	12.00
Caltrops	ART	U	5.00
Carnival of Souls	EN	R	12.00
Covetous Dragon	SC	R	20.00
Donate	SOR	R	12.00
Elvish Piper	SC	R	14.00
Emperor Crocodile	SC	R	20.00
Eradicate	SOR	U	6.00
False Prophet	SC	R	14.00
Field Surgeon	SC	R	12.00
Flicker	SOR	R	14.00
Fodder Cannon	ART	U	4.50
Goblin Berserker	SC	U	4.00
Goblin Festival	EN	R	12.00
Goblin Marshal	SC	R	15.00
Thorn Elemental	SC	R	20.00
Thran Dynamo	ART	U	4.00
Thran Foundry	ART	U	4.00
Thran Golem	AC	R	12.00
Treachery	EC	R	22.00
Urza's Incubator	ART	R	12.00
Wake of Destruction	SOR	R	18.00
Yavimaya Elder	SC	C	3.00
Yavimaya Enchantress	SC	U	4.00
Yavimaya Hollow	LAN	R	20.00
Yawgmoth's Bargain	EN	R	22.00

MERCADIAN MASQUES

WIZARDS OF THE COAST-1999

Full Set (350 cards) 200.00
Tournament Packs (75 cards) 9.00
Starter Box (12 decks) 100.00



DOUBLE TAKES

BEST CLONE

You may know him as Lt. Tom Paris on "Star Trek: Voyager," but years before, Robert Duncan McNeill took up the role of Nick Locarno who lured poor, innocent Starfleet Academy cadet Wesley Crusher into covering up an accidental death while practicing a banned flight maneuver with Nova Squadron. In the end, Wes squealed like a pig, and it was all over for Nick.

Heart Warden	SC	C	3.00
Hunting Moa	SC	U	5.00
Impatience	EN	R	12.00
Iridescent Drake	SC	U	4.00
Jasmine Seer	SC	U	4.00
Junk Diver	AC	R	12.00
Keldon Champion	SC	U	4.50
Landslide	SOR	U	4.00
Master Healer	SC	R	15.00
Masticore	AC	R	44.00
Metalworker	AC	R	15.00
Opalescence	EN	R	12.00
Opposition	EN	R	16.00
Pattern of Rebirth	EC	R	16.00
Phyrexian Negator	SC	R	20.00
Plow Under	SOR	R	15.00
Powder Keg	ART	R	25.00
Quash	INS	U	5.50
Rapid Decay	INS	R	12.00
Ravenous Rats	SC	C	2.50
Rayne, Academy Chancellor	SC	R	14.00
Repercussion	EN	R	15.00
Replenish	SOR	R	15.00
Rofellos, Llanowar Emissary	SC	R	22.00
Scour	INS	U	5.00
Scrying Glass	ART	R	12.00
Serra Advocate	SC	U	4.50
Sowing Salt	SOR	U	4.00
Storage Matrix	ART	R	14.00
Tethered Griffin	SC	R	15.00
Temporal Adept	SC	R	16.00
Thieving Magpie	SC	U	7.50

Booster Pack (15 cards) 3.00
Booster Box (36 packs) 85.00
Unlisted Commons ..... .10
Unlisted Uncommons ..... .75

Aerial Caravan	SC	R	3.50
Armistice	EN	R	4.00
Assembly Hall	ART	R	3.50
Ballista Squad	SC	U	1.00
Bargaining Tables	ART	R	3.50
Battle Squadron	SC	R	4.00
Bifurcate	SOR	R	3.50
Black Market	EN	R	3.00
Blood Hound	SC	R	3.00
Blood Oath	INS	R	3.50
Brawl	INS	R	3.00
Bribery	SOR	R	4.00
Caller of the Hunt	SC	R	4.00
Cateran Overlord	SC	R	4.50
Cateran Slaver	SC	R	4.00
Cateran Summons	SOR	U	1.00
Cave-In	SOR	R	3.50
Chameleon Spirit	SC	U	1.00
Charisma	EC	R	4.50
Charmed Griffin	SC	U	1.00
Cho-Arrim Alchemist	SC	R	4.00
Cho-Arrim Bruiser	SC	R	3.00
Cho-Arrim Legate	SC	U	1.00
Cho-Manno, Revolutionary	SC	R	5.00
Cinder Elemental	SC	U	1.00
Clear the Land	SOR	R	4.00
Close Quarters	EN	U	1.00
Coastal Piracy	EN	U	1.00
Collective Unconscious	SOR	R	5.00
Common Cause	EN	R	3.50
Conspiracy	EN	R	3.00
Cornered Market	EN	R	3.00
Corrupt Official	SC	R	3.00
Cowardice	EN	R	4.00
Crackdown	EN	R	3.00
Crag Saurian	SC	R	3.00
Crooked Scales	ART	R	3.00
Crumbling Sanctuary	ART	R	3.50
Dawnstrider	SC	R	4.00
Deepwood Elder	SC	R	3.00
Delraich	SC	R	3.50
Distorting Lens	ART	R	4.00
Dust Bowl	LAN	R	4.50
Embargo	EN	R	4.00
Erithizon	SC	R	3.00
Extortion	SOR	R	3.50
Extravagant Spirit	SC	R	3.00
Eye of Ramos	ART	R	4.00
Flailing Manticore	SC	R	3.00
Food Chain	EN	R	4.00
Forced March	SOR	R	4.00
Foster	EN	R	4.00
Fountain Watch	SC	R	4.00
Game Preserve	EN	R	3.00
General's Regalia	ART	R	3.00
Haunted Crossroads	EN	U	1.00
Heart of Ramos	ART	R	4.00
High Market	LAN	R	4.00
Honor the Fallen	INS	R	4.00
Horn of Plenty	ART	R	3.00
Horn of Ramos	ART	R	4.00
Hunted Wumpus	SC	U	1.00
Instigator	SC	R	3.00
Ivory Mask	EN	R	5.00
Jhovall Queen	SC	R	3.50
Karn's Touch	INS	R	3.00
Kyren Archive	ART	R	3.00
Kyren Toy	ART	R	3.00
Lava Runner	SC	R	4.00
Liability	EN	R	3.00
Lithophage	SC	R	4.00
Magistrate's Scepter	ART	R	5.00
Megatherium	SC	R	3.00
Mercadian Atlas	ART	R	4.00
Mercadian Lift	ART	R	3.00
Midnight Ritual	SOR	R	3.00
Misdirection	INS	R	3.50
Monkey Cage	ART	R	3.50
Natural Affinity	INS	R	3.00
Nether Spirit	SC	R	4.00
Notorious Assassin	SC	R	4.00
Orim's Cure	INS	U	.25
Overtaker	SC	R	4.00
Pangosaur	SC	R	3.00
Power Matrix	ART	R	5.00
Pulverize	SOR	R	3.50
Puppet's Verdict	INS	R	3.00
Ramosian Sky Marshal	SC	R	4.00
Rappelling Scouts	SC	R	3.00
Reverent Mantra	INS	R	3.00
Rishadan Brigand	SC	R	3.00
Rishadan Pawnshop	ART	R	4.00
Rishadan Port	LAN	R	16.00
Rushwood Elemental	SC	R	6.00
Saber Ants	SC	U	1.25
Sand Squid	SC	R	3.00
Saprazzan Bailiff	SC	R	3.00
Saprazzan Heir	SC	R	4.00
Saproling Burst	EN	R	9.00
Scandalmonger	SC	U	1.00
Security Detail	EN	R	3.00
Seismic Mage	SC	R	4.50
Silent Assassin	SC	R	3.50
Skull of Ramos	ART	R	4.00
Soothsaying	EN	U	2.00
Spiritual Focus	EN	R	3.50
Spontaneous Generation	SOR	R	4.00
Squee, Goblin Nabob	SL	R	5.50
Squeeze	EN	R	4.00
Statecraft	EN	R	3.50
Tectonic Break	SOR	R	4.00
Territorial Dispute	EN	R	4.00
Thieves' Auction	SOR	R	3.50
Thrashing Wumpus	SC	R	3.50
Thwart	INS	U	1.00
Tidal Kraken	SC	R	5.00
Tooth of Ramos	ART	R	3.50
Tower of the Magistrate	LAN	R	4.00
Trade Routes	EN	R	5.00
Tremor	SOR	C	.15
Two-headed Dragon	SC	R	5.00
Unmask	SOR	R	3.50
Unnatural Hunger	EC	R	3.00
Vernal Equinox	EN	R	3.50
Vine Dryad	SC	R	4.00
War Tax	EN	U	1.00
Wave of Reckoning	SOR	R	4.00
Worry Beads	ART	R	3.00

MERCADIAN MASQUES (FOIL SET)

WIZARDS OF THE COAST-1999

Full Set (350 cards) 1,600.00
Commons 2.00
Unlisted Uncommons 4.00

MAGIC The Gathering® Price Guide

- Aerial Caravan ..... SC R 12.00
- Afterlife ..... INS U 4.50
- Armistice ..... EN R 12.00
- Arms Dealer ..... SC U 3.50
- Assembly Hall ..... ART R 12.00
- Barbed Wire ..... ART U 4.50
- Bargaining Tables ..... ART R 12.00
- Battle Squadron ..... SC R 12.00
- Bifurcate ..... SOR R 12.00
- Black Market ..... EN R 14.00
- Blood Hound ..... SC R 12.00
- Blood Oath ..... INS R 12.50
- Boa Constrictor ..... SC U 4.50
- Brawl ..... INS R 12.00
- Briar Patch ..... EN U 4.50
- Bribery ..... SOR R 18.00
- Cackling Witch ..... SC U 4.50
- Caller of the Hunt ..... SC R 15.00
- Cateran Kidnappers ..... SC U 4.50
- Cateran Overlord ..... SC R 15.00
- Cateran Slaver ..... SC R 12.50
- Cateran Summons ..... SOR U 5.00
- Caustic Wasps ..... SC U 4.50
- Cave-In ..... SOR R 12.00
- Chameleon Spirit ..... SC U 8.00
- Charisma ..... EC R 13.00
- Crag Saurian ..... SC R 12.00
- Crooked Scales ..... ART R 13.00
- Crumbling Sanctuary ..... ART R 15.00
- Dawnstrider ..... SC R 14.00
- Deathgazer ..... SC U 4.50
- Deepwood Elder ..... SC R 12.00
- Delraich ..... SC R 20.00
- Distorting Lens ..... ART R 12.00
- Dust Bowl ..... LAN R 14.00
- Embargo ..... EN R 12.00
- Enslaved Horror ..... SC U 5.50
- Erithizon ..... SC R 13.00
- Extortion ..... SOR R 12.00
- Extravagant Spirit ..... SC R 13.00
- Eye of Ramos ..... ART R 12.00
- Flailing Manticore ..... SC R 12.00
- Food Chain ..... EN R 12.00
- Forced March ..... SOR R 15.00
- Foster ..... EN R 12.00
- Fountain Watch ..... SC R 12.00
- Game Preserve ..... EN R 12.00
- General's Regalia ..... ART R 12.00
- Haunted Crossroads ..... EN U 5.00
- Heart of Ramos ..... ART R 12.00
- High Market ..... LAN R 12.00
- Honor the Fallen ..... INS R 12.00



DOUBLE TAKES

MOST CAFFINATED

How big a head do you need for it to have a show of its own? Matt Frewer's head became the most famous icon of the '80s. As Max Headroom, a disguised version of Fewer's torso-less cranium sold Coca Cola, interviewed rock stars and fought crime in a world ruled by television stations. Coincidentally, Matt later went on to play the Leader, a foe of the incredible Hulk with an abnormally large head.

- Cho-Arrim Alchemist ..... SC R 15.00
- Cho-Arrim Bruiser ..... SC U 7.00
- Cho-Manno, Revolutionary SC R 14.00
- Clear the Land ..... SOR R 12.00
- Collective Unconscious ... SOR R 16.00
- Conspiracy ..... EN R 12.00
- Cornered Market ..... EN R 12.00
- Corrupt Official ..... SC R 13.00
- Cowardice ..... EN R 12.00
- Crackdown ..... EN R 12.00
- Horn of Plenty ..... ART R 12.00
- Horn of Ramos ..... ART R 12.00
- Hunted Wumpus ..... SC U 5.50
- Indentured Djinn ..... SC U 5.00
- Instigator ..... SC R 13.00
- Ivory Mask ..... EN R 20.00
- Jhovall Queen ..... SC R 14.00
- Jhovall Rider ..... SC U 4.50
- Karn's Touch ..... INS R 12.00
- Kyren Archive ..... ART R 12.00
- Kyren Toy ..... ART R 12.00
- Lava Runner ..... SC R 12.00
- Liability ..... EN R 13.00
- Lithophage ..... SC R 12.00
- Lumbering Satyr ..... SC U 5.00
- Lure ..... EC U 4.50
- Magistrate's Scepter ... ART R 18.00
- Megatherium ..... SC R 12.00
- Mercadian Atlas ..... ART R 14.00
- Mercadian Bazaar ..... LAN U 8.00
- Mercadian Lift ..... ART R 12.00
- Midnight Ritual ..... SOR R 12.00
- Misdirection ..... INS R 20.00
- Monkey Cage ..... ART R 12.00
- Natural Affinity ..... INS R 12.00
- Nether Spirit ..... SC R 12.00
- Noble Purpose ..... EN U 5.00
- Notorious Assassin ..... SC R 12.00
- Overtaker ..... SC R 12.00
- Pangosaur ..... SC R 12.00
- Power Matrix ..... ART R 15.00
- Pulverize ..... SOR R 12.00
- Puppet's Verdict ..... INS R 13.00
- Rain of Tears ..... SOR U 4.50
- Ramosian Sky Marshal ... SC R 15.00
- Rappelling Scouts ..... SC R 12.00
- Reverent Mantra ..... INS R 12.00
- Righteous Indignation ... En U 4.50
- Rishadan Brigand ..... SC R 12.00
- Rishadan Pawnshop ..... ART R 13.00
- Rishadan Port ..... LAN R 50.00
- Rushwood Elemental ..... SC R 18.00
- Saber Ants ..... SC U 5.00
- Sand Squid ..... SC R 12.00
- Saprazzan Bailiff ..... SC R 12.00
- Saprazzan Heir ..... SC R 12.00
- Security Detail ..... EN R 12.00
- Seismic Mage ..... SC R 20.00
- Silent Assassin ..... SC R 13.00
- Skull of Ramos ..... ART R 12.50
- Soothsaying ..... EN U 7.00
- Spiritual Focus ..... EN R 13.00
- Spontaneous Generation SOR R 12.00
- Squee, Goblin Nabob ..... SL R 40.00
- Squeeze ..... EN R 12.00
- Statecraft ..... EN R 13.00
- Story Circle ..... EN U 4.50
- Tectonic Break ..... SOR R 12.00
- Territorial Dispute ..... EN R 12.00
- Thieves' Auction ..... SOR R 12.00
- Thrashing Wumpus ..... SC R 20.00
- Thwart ..... INS U 4.50
- Tidal Kraken ..... SC R 16.00
- Timid Drake ..... SC U 4.50
- Tooth of Ramos ..... ART R 12.00
- Tower of the Magistrate LAN R 12.00
- Trade Routes ..... EN R 15.00
- Two-headed Dragon ..... SC R 30.00
- Undertaker ..... SC U 12.00
- Unmask ..... SOR R 12.00
- Unnatural Hunger ..... EC R 14.00
- Vernal Equinox ..... EN R 12.00
- Vine Dryad ..... SC R 12.00
- Warmonger ..... SC U 8.00
- Wave of Reckoning ..... SOR R 12.00
- Worry Beads ..... ART R 12.00

NEMESIS

WIZARDS OF THE COAST-2000

- Full Set (143 cards) 95.00
- Preconstructed Starter Deck (60 cards) 9.00
- Starter Box (12 decks) 90.00
- Booster Pack (15 cards) 3.30
- Booster Box (36 packs) 85.00
- Commons ..... .10
- Unlisted Uncommons ..... .75

- Æther Barrier ..... EN R 3.50
- Ascendant Evincar ..... SC R 7.00
- Avenger en-Dal ..... SC R 3.00
- Belbe's Portal ..... ART R 3.50
- Blinding Angel ..... SC R 4.50
- Coiling Woodworm ..... SC U 1.50
- Complex Automaton ..... AC R 3.00
- Death Pit Offering ..... EN R 3.50
- Divining Witch ..... SC R 3.50
- Dominate ..... INS U 2.00
- Eye of Yawgmoth ..... ART R 3.00
- Flowstone Armor ..... ART U 1.50
- Flowstone Overseer ..... SC R 3.50
- Flowstone Slide ..... SOR R 3.50
- Flowstone Thopter ..... AC U 1.50
- Kill Switch ..... ART R 4.00
- Kor Haven ..... LAN R 3.50
- Laccolith Titan ..... SC R 3.50
- Lin Sivvi, Defiant Hero ... SC R 5.50
- Mana Cache ..... EN R 4.00
- Massacre ..... SOR U 2.00
- Moggcatcher ..... SC R 3.50
- Murderous Betrayal ..... EN R 3.00
- Oracle's Attendants ..... SC R 3.00
- Overlaid Terrain ..... EN R 4.00
- Pack Hunt ..... SOR R 3.50
- Pale Moon ..... INS R 3.50
- Parallax Inhibitor ..... ART R 3.50
- Parallax Nexus ..... EN R 4.00
- Parallax Tide ..... EN R 5.00
- Parallax Wave ..... EN R 5.00
- Predator, Flagship ..... ART R 6.50
- Rackling ..... ART U 1.25
- Rath's Edge ..... LAN R 4.50
- Rathi Assassin ..... SC R 4.00
- Rhox ..... SC R 4.50
- Rising Waters ..... EN R 3.00
- Rootwater Thief ..... SC R 8.50
- Rupture ..... SOR U 1.00
- Saproling Burst ..... EN R 5.00
- Saproling Cluster ..... EN R 5.00
- Seahunter ..... SC R 3.50
- Shrieking Mogg ..... SC R 4.00
- Sivvi's Valor ..... INS R 3.50
- Skyshroud Behemoth ... SC R 4.50
- Skyshroud Poachers ..... SC R 4.00
- Sliptide Serpent ..... SC R 3.50
- Spiritual Asylum ..... EN R 4.00
- Stampede Driver ..... SC U 1.00
- Stronghold Biologist ..... SC U 1.50
- Stronghold Gambit ..... SOR R 3.50
- Stronghold Machinist ... SC U 1.00
- Tangle Wire ..... ART R 6.00
- Terrain Generator ..... LAN U 1.00
- Viceling ..... AC U 1.25
- Volrath the Fallen ..... SC R 5.00

NEMESIS (FOIL SET)

WIZARDS OF THE COAST-2000

- Full Set (143 cards) 850.00
- Commons 2.00
- Unlisted Uncommons 4.00
- Unlisted Rares 10.00

- Æther Barrier ..... EN R 8.00
- Ascendant Evincar ..... SC R 22.00
- Avenger en-Dal ..... SC R 10.00
- Belbe's Portal ..... ART R 12.00
- Blinding Angel ..... SC R 25.00
- Complex Automaton ..... AC R 12.00
- Death Pit Offering ..... EN R 12.00
- Divining Witch ..... SC R 12.00
- Dominate ..... INS U 5.50
- Eye of Yawgmoth ..... ART R 12.00
- Flowstone Overseer ..... SC R 15.00
- Flowstone Slide ..... SOR R 10.00
- Kill Switch ..... ART R 14.00
- Kor Haven ..... LAN R 19.00
- Laccolith Titan ..... SC R 12.00
- Lin Sivvi, Defiant Hero ... SC R 35.00
- Mana Cache ..... EN R 12.00
- Massacre ..... SOR U 7.00
- Moggcatcher ..... SC R 14.00
- Murderous Betrayal ..... EN R 12.00
- Oracle's Attendants ..... SC R 12.00
- Overlaid Terrain ..... EN R 12.00
- Pack Hunt ..... SOR R 12.00
- Pale Moon ..... INS R 12.00
- Parallax Inhibitor ..... ART R 15.00
- Parallax Nexus ..... EN R 15.00
- Parallax Tide ..... EN R 18.00
- Parallax Wave ..... EN R 20.00
- Predator, Flagship ..... ART R 20.00
- Rath's Edge ..... LAN U 15.00
- Rathi Assassin ..... SC R 12.00
- Rhox ..... SC R 15.00
- Rising Waters ..... EN R 18.00
- Rootwater Thief ..... SC R 35.00
- Saproling Burst ..... EN R 14.00
- Saproling Cluster ..... EN R 12.00
- Seahunter ..... SC R 15.00
- Shrieking Mogg ..... SC R 12.00
- Sivvi's Valor ..... INS R 12.00
- Skyshroud Behemoth ... SC R 14.00
- Skyshroud Poachers ..... SC R 14.00
- Sliptide Serpent ..... SC R 12.00
- Spiritual Asylum ..... EN R 14.00
- Stronghold Gambit ..... SOR R 12.00
- Tangle Wire ..... ART R 18.00
- Volrath the Fallen ..... SC R 22.00

PROPHECY

WIZARDS OF THE COAST-2000

- Full Set (143 cards) 90.00
- Preconstructed Starter Deck (60 cards) 9.00
- Booster Pack (15 cards) 3.30
- Booster Box (36 packs) 85.00
- Commons ..... .25

- Abolish ..... INS U 1.00
- Alexi, Zephyr Mage ..... SL R 4.00
- Avatar of Fury ..... SC R 5.50
- Avatar of Hope ..... SC R 7.00
- Avatar of Might ..... SC R 5.50
- Avatar of Will ..... SC R 5.50
- Avatar of Woe ..... SC R 7.50

- Barbed Field ..... EL U 1.00
- Blessed Wind ..... SOR R 3.00
- Bog Elemental ..... SC R 3.00
- Brutal Suppression ..... EN U 1.00
- Celestial Convergence ... EN R 3.50
- Chilling Apparition ..... SC U 1.00
- Chimeric Idol ..... ART U 2.00
- Citadel of Pain ..... EN U 2.00
- Coffin Puppets ..... SC R 3.00
- Copper-Leaf Angel ..... AC R 4.00
- Darba ..... SC U 1.00
- Denying Wind ..... SOR R 6.00
- Dual Nature ..... EN R 3.00
- Elephant Resurgence ... SOR R 3.00
- Endbringer's Revel ..... EN U 1.00
- Entangler ..... EC U 1.00
- Excavation ..... EN U 1.00
- Fickle Efreet ..... SC R 3.00
- Flameshot ..... SOR U 1.00
- Flowering Field ..... EL U 1.00
- Foil ..... INS U 2.00
- Forgotten Harvest ..... EN R 3.00
- Glittering Lion ..... SC U 1.00
- Greel, Mind Raker ..... SL R 10.00
- Heightened Awareness ... EN R 5.00
- Hollow Warrior ..... AC U 1.00
- Infernal Genesis ..... EN R 3.00
- Jeweled Spirit ..... SC R 3.00
- Jolrael, Empress of Beasts SL R 5.00
- Keldon Arsonist ..... SC U 1.00
- Keldon Battlewagon ..... AC R 3.00
- Keldon Firebombers ..... SC R 4.00
- Latulla, Keldon Overseer SL R 6.00
- Lesser Gargadon ..... SC U 1.00
- Living Terrain ..... EL U 1.00
- Mageta, the Lion ..... SL R 9.00
- Mana Vapors ..... SOR U 1.00
- Mercenary Informer ..... SC R 6.00
- Mirror Strike ..... INS U 1.00
- Mungha Wurm ..... SC R 4.00
- Nakaya Shade ..... SC U 1.00
- Noxious Field ..... EL U 1.00
- Outbreak ..... SOR U 1.00
- Overburden ..... EN R 4.00
- Pit Raptor ..... SC U 1.00
- Plague Wind ..... SOR R 4.00
- Psychic Theft ..... SOR R 4.50
- Quicksilver Wall ..... SC U 1.00
- Rebel Informer ..... SC R 6.00
- Reveille Squad ..... SC U 1.00
- Rhystic Cave ..... LAN U 1.00
- Rhystic Scrying ..... SOR U 1.00
- Rhystic Syphon ..... SOR U 1.00
- Rhystic Tutor ..... SOR R 6.00
- Root Cage ..... EN U 1.00
- Samite Sanctuary ..... EN R 3.00
- Scoria Cat ..... SC U 1.00
- Search for Survivors ..SOR R 3.00
- Searing Wind ..... INS R 5.00
- Sheltering Prayers ..... EN R 5.00
- Shield Dancer ..... SC U 1.00
- Shrouded Serpent ..... SC R 3.00
- Snag ..... INS U 1.00
- Spiketail Drake ..... SC U 1.00
- Spitting Spider ..... SC U 1.00
- Squirrel Wrangler ..... SC R 6.00
- Sunken Field ..... EL U 1.00
- Sword Dancer ..... SC U 1.00
- Task Mage Assembly ... EN R 3.00
- Troublesome Spirit ..... SC R 3.00
- Verdant Field ..... EL U 1.00
- Veteran Brawlers ..... SC R 4.00
- Vintara Snapper ..... SC U 1.00
- Vitalizing Wind ..... INS R 4.50
- Wall of Vipers ..... SC U 1.00
- Well of Discovery ..... ART R 4.00
- Well of Life ..... ART U 2.00
- Whip Sergeant ..... SC U 1.00
- Windscouter ..... SC U 1.00
- Wing Storm ..... SOR U 1.00
- Wintermoon Mesa ..... LAN R 3.00

PROPHECY (FOIL SET)

WIZARDS OF THE COAST-2000

- Full Set (143 cards) .....
- Commons 2.00

- Abolish ..... INS U 4.00
- Alexi, Zephyr Mage ..... SL R 8.00
- Avatar of Fury ..... SC R 20.00
- Avatar of Hope ..... SC R 12.00
- Avatar of Might ..... SC R 16.00
- Avatar of Will ..... SC R 23.00
- Avatar of Woe ..... SC R 28.00
- Barbed Field ..... EL U 3.00
- Blessed Wind ..... SOR R 11.00
- Bog Elemental ..... SC R 8.00
- Brutal Suppression ..... EN U 3.00
- Celestial Convergence ... EN R 8.00
- Chilling Apparition ..... SC U 3.00
- Chimeric Idol ..... ART U 5.00
- Citadel of Pain ..... EN U 3.00

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

PRICE DATA HEY! NOW! WENT UP WENT DOWN HEAVY TRADING NEW SET

Coffin Puppets	SC	R	8.00
Copper-Leaf Angel	AC	R	25.00
Darba	SC	U	3.00
Denying Wind	SOR	R	20.00
Dual Nature	EN	R	10.00
Elephant Resurgence	SOR	R	8.00
Endbringer's Revel	EN	U	3.00
Entangler	EC	U	4.00
Excavation	EN	U	3.00
Fickle Efreet	SC	R	8.00
Flameshot	SOR	U	3.00
Flowering Field	EL	U	3.00
Foil	INS	U	5.00
Forgotten Harvest	EN	R	8.00
Glittering Lion	SC	U	3.00
Greel, Mind Raker	SL	R	13.00
Heightened Awareness	EN	R	8.00
Hollow Warrior	AC	U	3.00
Infernal Genesis	EN	R	8.00
Jeweled Spirit	SC	R	12.00
Jolrael, Empress of Beasts	SL	R	15.00
Keldon Arsonist	SC	U	3.00
Keldon Battlewagon	AC	R	8.00
Keldon Firebombers	SC	R	8.00
Latulla, Keldon Overseer	SL	R	8.00
Lesser Gargadon	SC	U	3.00
Living Terrain	EL	U	4.00
Mageta, the Lion	SL	R	25.00
Mana Vapors	SOR	U	3.00
Mercenary Informer	SC	R	8.00
Mirror Strike	INS	U	3.00
Mungha Wurm	SC	R	12.00
Nakaya Shade	SC	U	3.00
Noxious Field	EL	U	4.00
Outbreak	SOR	U	3.00
Overburden	EN	R	8.00
Pit Raptor	SC	U	3.00
Plague Wind	SOR	R	12.00
Psychic Theft	SOR	R	8.00
Quicksilver Wall	SC	U	3.00
Rebel Informer	SC	R	8.00
Reveille Squad	SC	U	3.00
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Search for Survivors	SOR	R	8.00
Searing Wind	INS	R	10.00
Sheltering Prayers	EN	R	8.00
Shield Dancer	SC	U	3.00
Shrouded Serpent	SC	R	8.00
Snag	INS	U	4.00
Spiketail Drake	SC	U	5.00
Spitting Spider	SC	U	3.00
Squirrel Wrangler	SC	R	20.00
Sunken Field	EL	U	3.00
Sword Dancer	SC	U	3.00
Task Mage Assembly	EN	R	8.00
Troublesome Spirit	SC	R	8.00
Verdant Field	EL	U	3.00
Veteran Brawlers	SC	R	10.00
Vintara Snapper	SC	U	3.00
Vitalizing Wind	INS	R	15.00
Wall of Vipers	SC	U	3.00
Well of Discovery	ART	R	8.00
Well of Life	ART	U	4.00
Whip Sergeant	SC	U	3.00
Windscouter	SC	U	3.00
Wing Storm	SOR	U	3.00
Wintermoon Mesa	LAN	R	10.00

PROMO CARDS

Arena	5.50
Giant Badger	5.50
Mana Crypt	18.00
Foil Duress	30.00
Foil Gaea's Cradle	90.00
Foil Pouncing Jaguar	52.00
Foil Rewind	45.00
Foil Serra Angel	100.00
Foil Serra Avatar	60.00
Foil Stroke of Genius	75.00
Foil Thran Quarry	45.00
Nalathni Dragon	5.00
Sewers of Estark	5.00
Windseeker Centaur	5.00

MLB SHOWDOWN CARD GAME 2000

MLB SHOWDOWN

WIZARDS OF THE COAST–2000

Full Set (517 cards)	95.00
Booster Pack (9 cards)	3.00
Starter Set (64 cards)	9.00
Booster Box (36 packs)	100.00
Unlisted Commons	.75

5 Chuck Finley	ANA	R	10.00
16 Jay Bell	ARI	R	8.00
23 Luis Gozalez	ARI	R	8.00
24 Randy Johnson	ARI	R	16.00
30 Matt Williams	ARI	R	8.00
37 Chipper Jones	ATL	R	12.00
41 Gregg Maddux	ATL	R	10.00
42 Kevin Millwood	ATL	R	8.00
61 Cal Ripkin, Jr.	BAL	R	16.00
67 Nomar Garciaparra	BOS	R	12.00
71 Pedro Martinez	BOS	R	25.00
94 Sammy Sosa	CUB	R	18.00
109 Frank Thomas	CHI	R	10.00
113 Sean Casey	CIN	R	10.00
116 Barry Larkin	CIN	R	10.00
124 Scott Williamson	CIN	R	6.00
126 Roberto Alomar	CLE	R	10.00
134 Kenny Lofton	CLE	R	10.00
136 Manny Ramirez	CLE	R	10.00
139 Jim Thome	CLE	R	10.00
156 Larry Walker	COL	R	10.00
170 Dean Palmer	DET	R	8.00
175 Luis Castillo	FLA	R	8.00
187 Jeff Bagwell	HOU	R	15.00
194 Carl Everett	HOU	R	8.00
195 Mike Hampton	HOU	R	8.00
202 Billy Wagner	HOU	R	10.00
203 Carlos Beltran	KC	R	8.00
220 Kevin Brown	LA	R	8.00
228 Gary Sheffield	LA	R	8.00
235 Jeremy Burnitz	MIL	R	8.00
242 David Nilsson	MIL	R	8.00
258 Brad Radke	MIN	R	8.00
267 Vladimir Guerrero	MON	R	12.00
278 Edgardo Alfonzo	NYM	R	8.00
285 Ricky Henderson	NYM	R	10.00
290 Mike Piazza	NYM	R	10.00
296 Roger Clemens	NYY	R	10.00
297 David Cone	NYY	R	6.00
301 Derek Jeter	NYY	R	16.00
309 Mariano Rivera	NYY	R	13.00
311 Bernie Williams	NYY	R	10.00
315 Jason Giambi	OAK	R	8.00
326 Randy Velarde	OAK	R	7.00
327 Bobby Abreu	PHI	R	10.00
340 Curt Schilling	PHI	R	10.00
347 Brian Giles	PIT	R	8.00
348 Jason Kendall	PIT	R	10.00
359 Tony Gwynn	SD	R	10.00
361 Trevor Hoffman	SD	R	8.00
374 Barry Bonds	SF	R	10.00
391 Ken Griffey, Jr.	SEA	R	39.00
396 Edgar Martinez	SEA	R	10.00
400 Alex Rodriguez	SEA	R	20.00
412 Mark McGwire	STL	R	40.00
416 Fernando Tatis	STL	R	8.00
421 Jose Canseco	TB	R	8.00
440 Rafael Palmeiro	TEX	R	8.00
441 Ivan Rodriguez	TEX	R	10.00
447 Jeff Zimmerman	TEX	R	9.00
453 Tony Fernandez	TOR	R	6.00
455 Shawn Green	TOR	R	18.00
463 Bad Call	OFF	F	1.00
466 Clutch Hitting	OFF	F	1.00
467 Do or Die	OFF	F	1.00
468 Down the Middle	OFF	R	3.00
472 Get Under It	OFF	R	3.00
473 Great Lead	OFF	R	4.00
475 High Fives	OFF	R	3.00
477 Long Single	OFF	F	2.00
479 Out of Position	OFF	R	3.00
480 Play the Percentages	OFF	F	1.00
481 Rally Cap	OFF	F	1.00
482 Rattled	OFF	F	1.00
483 Runner Not Held	OFF	F	1.00
484 Slow Roller	OFF	R	3.00
485 Stick a Fork in Him	OFF	R	3.00
488 Whiplash	OFF	R	5.00
489 Wide Throw	OFF	R	4.00
490 Wild Pitch	OFF	R	3.00
492 Dominating	DEF	R	3.00
493 Full Windup	DEF	F	1.00
495 Gun 'Em Down!	DEF	R	3.00
496 He's Got a Gun	DEF	R	3.00
497 In the Groove	DEF	F	1.00
498 In the Zone	DEF	R	4.00
499 Infield In	DEF	R	3.00
501 Just over the Wall	DEF	F	2.00
503 Lefty Specialist	DEF	F	1.00
504 Nerves of Steel	DEF	R	3.00
506 Pitchout	DEF	F	1.00
509 Rally Killer	DEF	R	3.00
510 Short Fly	DEF	R	3.00
511 Three Up, Three Down	DEF	F	2.00
513 Belt-High	UTI	R	3.00
514 Change in Strategy	UTI	F	1.00
516 Stealing Signals	UTI	R	3.00

Pokémon

POKÉMON

WIZARDS OF THE COAST–1999

Full Set (102 cards) 1st edition	900.00
1st Edition Booster Box (36 packs)	1550.00
1st Edition Booster Pack (11 cards)	60.00
Starter Set (2 decks)	20.00
Theme Deck-Blackout	24.00

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Pokémon Price Guide

Theme Deck–Brushfire			24.00
Theme Deck–Overgrowth			24.00
Theme Deck–Zap			30.00
Abra	POK	C	1.50
Alakazam (foil)	POK	H	40.00
Arcanine	POK	U	5.00
Beedrill	POK	R	12.00
Bill	TRA	C	1.00
Blastoise (foil)	POK	H	62.00
Bulbasaur	POK	C	1.50
Caterpie	POK	C	1.50
Chansey (foil)	POK	H	40.00
Charizard (foil)	POK	H	290.00
Charmander	POK	C	1.50
Charmeleon	POK	U	4.00
Clefairy (foil)	POK	H	36.00
Clefairy Doll	TRA	R	8.00
Computer Search	TRA	R	10.00
Defender	TRA	U	2.50
Devolution Spray	TRA	R	7.00
Dewgong	POK	U	4.50
Diglett	POK	C	1.50
Doduo	POK	C	1.50
Double Colorless Energy	ENG	U	4.50
Dragonair	POK	R	14.00
Dratini	POK	U	4.00
Drowzee	POK	C	1.50
Dugtrio	POK	R	12.00
Electrabuzz	POK	R	12.00
Electrode	POK	R	10.00
Energy Removal	TRA	C	1.00
Energy Retrieval	TRA	U	2.50
Farfetch'd	POK	U	5.00
Fighting Energy	ENG	C	1.00
Fire Energy	ENG	C	1.00
Full Heal	TRA	U	2.50
Gastly	POK	C	1.50
Grass Energy	ENG	C	1.00
Growlithe	POK	U	4.50
Gust of Wind	TRA	C	1.00
Gyarados (foil)	POK	H	35.00
Haunter	POK	U	4.00
Hitmonchan (foil)	POK	H	28.00
Impostor Professor Oak	TRA	R	8.00
Item Finder	TRA	R	8.00
Ivysaur	POK	U	4.00
Jynx	POK	U	4.00
Kadabra	POK	U	4.00
Kakuna	POK	U	4.00
Koffling	POK	C	1.50
Lass	TRA	R	8.00
Lightning Energy	ENG	C	1.00
Machamp (foil)	POK	H	10.00
Machoke	POK	U	4.00
Machop	POK	C	1.50
Magikarp	POK	U	4.00
Magmar	POK	U	4.00
Magnemite	POK	C	1.50
Magneton (foil)	POK	H	28.00
Maintenance	TRA	U	2.50
Metapod	POK	C	1.50
Mewtwo (foil)	POK	H	30.00
Nidoking (foil)	POK	H	32.00
Nidoran	POK	C	1.50
Nidorino	POK	U	4.00
Ninetales (foil)	POK	H	28.00
Onix	POK	C	1.50
Pidgeotto	POK	R	12.00
Pidgey	POK	C	1.50
Pikachu	POK	C	3.50
PlusPower	TRA	U	2.50
Pokédex	TRA	U	2.50
Pokémon Breeder	TRA	R	8.00
Pokémon Center	TRA	U	2.50
Pokémon Flute	TRA	U	2.50
Pokémon Trader	TRA	R	8.00
Poliwag	POK	C	1.50
Poliwhirl	POK	U	4.50
Poliwrath (foil)	POK	H	33.00
Ponyta	POK	C	1.50
Porygon	POK	U	4.00
Potion	TRA	C	1.00
Professor Oak	TRA	U	5.00
Psychic Energy	ENG	C	1.00
Raichu (foil)	POK	H	36.00
Raticate	POK	U	4.00
Rattata	POK	C	1.50
Revive	TRA	U	2.50
Sandshrew	POK	C	1.50
Scoop Up	TRA	R	8.00
Seel	POK	U	4.00
Squirtle	POK	C	1.50
Starmie	POK	C	1.50
Staryu	POK	C	1.50
Super Energy Removal	TRA	R	10.00
Super Potion	TRA	U	2.50
Switch	TRA	C	1.00
Tangela	POK	C	1.50
Venusaur (foil)	POK	H	48.00
Voltorb	POK	C	1.50
Vulpix	POK	C	1.50
Wartortle	POK	U	4.00
Water Energy	ENG	C	1.00
Weedle	POK	C	1.50
Zapdos (foil)	POK	H	40.00

POKÉMON UNLIMITED EDITION

WIZARDS OF THE COAST–1999

Full Set (102 cards)	260.00
Booster Box (36 packs)	175.00
Booster Pack (11 cards)	5.00
Starter Set (2 decks)	15.00
Theme Deck–Blackout	21.00
Theme Deck–Brushfire	22.00
Theme Deck–Overgrowth	22.00
Theme Deck–Zap	24.00
Unlisted Commons	.25

Alakazam (foil)	POK	H	14.00
Arcanine	POK	U	1.50
Beedrill	POK	R	5.00
Blastoise (foil)	POK	H	24.00
Chansey (foil)	POK	H	14.00
Charizard (foil)	POK	H	49.00
Charmeleon	POK	U	1.50
Clefairy (foil)	POK	H	14.00
Clefairy Doll	TRA	R	4.00
Computer Search	TRA	R	5.00
Defender	TRA	U	1.00
Devolution Spray	TRA	R	3.00
Double Colorless Energy	ENG	U	2.50
Dragonair	POK	R	6.00
Dugtrio	POK	R	5.00
Electrabuzz	POK	R	6.00
Electrode	POK	R	5.00
Energy Retrieval	TRA	U	1.00
Farfetch'd	POK	U	1.50
Full Heal	TRA	U	1.50
Gyarados (foil)	POK	H	12.00
Hitmonchan (foil)	POK	H	10.00
Impostor Professor Oak	TRA	R	4.00
Item Finder	TRA	R	4.00
Ivysaur	POK	U	1.50
Jynx	POK	U	1.50
Kadabra	POK	U	1.50
Lass	TRA	R	4.00
Machamp (foil–starter set only)	POK	H	10.00
Magneton (foil)	POK	H	10.00
Maintenance	TRA	U	.75
Mewtwo (foil)	POK	H	10.00
Nidoking (foil)	POK	H	9.00
Ninetales (foil)	POK	H	9.00
Pidgeotto	POK	R	5.00
PlusPower	TRA	U	1.00
Pokédex	TRA	U	1.00
Pokémon Breeder	TRA	R	4.00
Pokémon Center	TRA	U	1.50
Pokémon Flute	TRA	U	1.50
Pokémon Trader	TRA	R	4.00
Poliwrath (foil)	POK	H	12.00
Professor Oak	TRA	U	1.50
Raichu (foil)	POK	H	15.00
Revive	TRA	U	1.50
Scoop Up	TRA	R	4.00
Super Energy Removal	TRA	R	5.50
Super Potion	TRA	U	1.00
Venusaur (foil)	POK	H	20.00
Wartortle	POK	U	1.50
Zapdos (foil)	POK	H	18.00

POKÉMON BASE SET 2

WIZARDS OF THE COAST–2000

Full Set (130 cards)	*
Booster Pack (11 cards)	3.50
Booster Box (36 packs)	110.00
Preconstructed Deck (60 cards)	10.00
Commons	.25
Uncommons	.75

Alakazam	POK	H	12.00
Beedrill	POK	R	3.00
Blastoise	POK	H	15.00
Chansey	POK	H	10.00
Charizard	POK	H	40.00
Clefable	POK	H	10.00
Clefairy	POK	H	10.00



DOUBLE TAKES

BEST MARTIAL ARTIST

Val Mayerik, the artist for this card, is no stranger to the worlds of katana and ninja. Long before there was *Legend of the Five Rings*, Val had done a number of comic-related works concerning adventures in the Far East, the most prominent being *The Young Master*, the story of a warrior out to rescue a young, blind princess.

Computer Search	TRA	R	3.00
Dragonair	POK	R	3.00
Dugtrio	POK	R	3.00
Electabuzz	POK	R	3.00
Electrode	POK	R	3.00
Gyarados	POK	H	10.00
Hitmonchan	POK	H	10.00
Impostor Professor Oak	TRA	R	3.00
Item Finder	TRA	R	3.00
Kangaskhan	POK	R	3.00
Lass	TRA	R	3.00
Magneton	POK	H	10.00
Mewtwo	POK	H	10.00
Mr. Mime	POK	R	3.00
Nidoking	POK	H	10.00
Nidoqueen	POK	H	10.00
Ninetales	POK	H	10.00
Pidgeot	POK	H	10.00
Pidgeotto	POK	R	3.00
Pinsir	POK	R	3.00
Pokémon Breeder	TRA	R	3.00
Pokémon Trader	TRA	R	3.00
Poliwrath	POK	H	10.00
Raichu	POK	H	10.00
Scoop Up	TRA	R	3.00
Scyther	POK	H	10.00
Snorlax	POK	R	3.00
Super Energy Removal	TRA	R	3.00
Venomoth	POK	R	3.00
Venusaur	POK	H	14.00
Victreebel	POK	R	3.00
Wigglytuff	POK	H	10.00
Zapdos	POK	H	10.00

JUNGLE EXPANSION

WIZARDS OF THE COAST–1999

Full Set (48 cards)	275.00
Booster Pack (11 cards)	6.00
Booster Box (36 packs)	225.00
Power Reserve Theme Deck	12.00
Water Blast Deck	12.00

Bellsprout	POK	C	1.00
Butterfree	POK	U	2.00
Clefable	POK	R	13.00
Clefable (Holo-Foil)	POK	H	15.00
Cubone	POK	C	1.00
Dodrio	POK	U	2.00
Eevee	POK	C	1.00
Electrode	POK	R	7.00
Electrode (Holo-Foil)	POK	H	14.00
Exeggcute	POK	C	1.00
Exeggutor	POK	U	1.00
Fearow	POK	U	1.00
Flareon	POK	R	10.00
Flareon (Holo-Foil)	POK	H	15.00
Gloom	POK	U	1.00
Goldeen	POK	C	1.00
Jigglypuff	POK	C	1.00
Jolteon	POK	R	10.00
Jolteon (Holo-Foil)	POK	H	14.00
Kangaskhan	POK	R	8.00
Kangaskhan (Holo-Foil)	POK	H	13.00
Lickitung	POK	U	1.50
Mankey	POK	C	1.00
Marowak	POK	U	1.00
Meowth	POK	C	1.00
Mr. Mime	POK	R	6.00
Mr. Mime (Holo-Foil)	POK	H	18.00
Nidoqueen	POK	R	8.00
Nidoqueen (Holo-Foil)	POK	H	13.00
Nidoran (Female)	POK	C	1.00
Nidorina	POK	U	1.50
Oddish	POK	C	1.00
Paras	POK	C	1.00
Parasect	POK	U	1.50
Persian	POK	U	1.00
Pidgeot	POK	R	8.00
Pidgeot (Holo-Foil)	POK	H	15.00
Pikachu	POK	C	1.00
Pinsir	POK	R	8.00
Pinsir (Holo-Foil)	POK	H	14.00
Poké Ball	TRA	C	1.00
Primeape	POK	U	1.50
Rapidash	POK	U	1.50
Rhydon	POK	U	1.50
Rhyhorn	POK	C	1.00
Scyther	POK	R	8.00
Scyther (Holo-Foil)	POK	H	16.00
Seaking	POK	U	1.50
Snorlax	POK	R	8.00
Snorlax (Holo-Foil)	POK	H	16.00
Spearow	POK	C	1.00
Tauros	POK	U	1.50
Vaporean	POK	R	8.00
Vaporean (Holo-Foil)	POK	H	13.00
Venomoth	POK	R	8.00
Venomoth (Holo-Foil)	POK	H	15.00
Venonat	POK	C	1.00
Victrebell	POK	R	7.00
Victrebell (Holo-Foil)	POK	H	14.00
Vileplume	POK	R	9.00
Vileplume (Holo-Foil)	POK	H	13.00
Weepinbell	POK	U	1.50
Wigglytuff	POK	R	10.00
Wigglytuff (Holo-Foil)	POK	H	16.00

JUNGLE EXPANSION UNLIMITED

WIZARDS OF THE COAST–1999

Full Set (48 cards)	170.00
Booster Pack (11 cards)	.5.00
Booster Box (36 packs)	140.00
Power Reserve Theme Deck	18.00
Water Blast Deck	18.00
Unlisted Commons	.25
Unlisted Uncommons	1.00

Butterfree	POK	U	1.50
Clefable	POK	R	8.00
Clefable (Holo-Foil)	POK	H	12.00
Dodrio	POK	U	1.50
Electrode	POK	R	4.00
Electrode (Holo-Foil)	POK	H	10.00
Flareon	POK	R	13.00
Flareon (Holo-Foil)	POK	H	12.00
Jigglypuff	POK	C	.50
Jolteon	POK	R	8.00
Jolteon (Holo-Foil)	POK	H	13.00
Kangaskhan	POK	R	7.00
Kangaskhan (Holo-Foil)	POK	H	12.00
Mr. Mime	POK	R	5.00
Mr. Mime (Holo-Foil)	POK	H	15.00
Nidoqueen	POK	R	5.00
Nidoqueen (Holo-Foil)	POK	H	10.00
Pidgeot	POK	R	7.00
Pidgeot (Holo-Foil)	POK	H	12.00
Pinsir	POK	R	7.00
Pinsir (Holo-Foil)	POK	H	10.00
Scyther	POK	R	12.00
Scyther (Holo-Foil)	POK	H	14.00
Snorlax	POK	R	11.00
Snorlax (Holo-Foil)	POK	H	15.00
Vaporean	POK	R	6.00
Vaporean (Holo-Foil)	POK	H	10.00
Venomoth	POK	R	11.00
Venomoth (Holo-Foil)	POK	H	12.00
Victrebell	POK	R	6.00
Victrebell (Holo-Foil)	POK	H	10.00
Vileplume	POK	R	7.00
Vileplume (Holo-Foil)	POK	H	10.00
Wigglytuff	POK	R	9.00
Wigglytuff (Holo-Foil)	POK	H	14.00

FOSSIL EXPANSION

WIZARDS OF THE COAST–1999

Full Set (62 cards)	325.00
Booster Pack (11 cards)	8.00
Booster Box (36 packs)	300.00
Unlisted Uncommons	1.50
Unlisted Commons	.50

Aerodactyl	POK	R	10.00
Aerodactyl (Holo-Foil)	POK	H	16.00
Arbok	POK	U	3.00
Articuno	POK	R	10.00
Articuno (Holo-Foil)	POK	H	16.00
Cloyster	POK	U	3.00
Ditto	POK	R	10.00
Ditto (Holo-Foil)	POK	H	16.00
Dragonite	POK	R	15.00
Dragonite (Holo-Foil)	POK	H	20.00
Ekans	POK	C	.50
Gambler	TRA	C	.50
Gastly	POK	U	3.00
Gengar	POK	R	10.00
Gengar (Holo-Foil)	POK	H	16.00
Geodude	POK	C	.50
Golbat	POK	U	2.75
Golduck	POK	U	2.50
Golem	POK	U	2.50
Graveler	POK	U	2.50
Grimer	POK	C	.50
Haunter	POK	R	9.00
Haunter (Holo-Foil)	POK	H	14.00
Hitmonlee	POK	R	10.00
Hitmonlee (Holo-Foil)	POK	H	16.00
Horsea	POK	C	.50
Hypno	POK	R	10.00
Hypno (Holo-Foil)	POK	H	14.00
Kabuto	POK	C	.50
Kabutops	POK	R	10.00
Kabutops (Holo-Foil)	POK	H	14.00
Kingler	POK	U	2.50
Krabby	POK	C	.50

POKÉ DATA C=COMMON U=UNCOMMON R=RARE H=HOLOFOIL

WATER LIGHTNING GRASS FIRE FIGHTING PSYCHIC COLORLESS

ENG Energy POK Pokémon TRA Trainer

PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

HEY! New Key!

Lapras	POK	R	10.00
Lapras (Holo-Foil)	POK	H	14.00
Magmar	POK	U	2.50
Magneton	POK	R	10.00
Magneton (Holo-Foil)	POK	H	15.00
Moltres	POK	R	12.00
Moltres (Holo-Foil)	POK	H	16.00
Mr. Fuji	TRA	U	1.50
Muk	POK	R	10.00
Muk(Holo-Foil)	POK	H	15.00
Mysterious Fossil	TRA	C	.50
Omanyte	POK	C	.50
Omastar	POK	U	2.00
Psyduck	POK	C	.50
Raichu	POK	R	10.00
Raichu (Holo-Foil)	POK	H	15.00
Recycle	TRA	C	.50
Sandslash	POK	U	2.50
Seadra	POK	U	2.50
Shellder	POK	C	.50
Slowbro	POK	U	2.50
Slowpoke	POK	C	.50
Tentacool	POK	C	.50
Tentacruel	POK	U	2.50
Weezing	POK	U	2.50
Zapdos	POK	R	10.00
Zapdos (Holo-Foil)	POK	H	16.00
Zubat	POK	C	1.00

FOSSIL EXPANSION UNLIMITED

WIZARDS OF THE COAST–1999

Full Set (62 cards) 225.00
Booster Pack (11 cards) 6.00
Booster Box (36 packs) 180.00
Bodyguard Theme Deck 16.00
Lockdown Theme Deck 16.00
Unlisted Uncommons 1.50
Commons ..... .50

Aerodactyl	POK	R	8.00
Aerodactyl (Holo-Foil)	POK	H	16.00
Arbok	POK	U	1.50
Articuno	POK	R	8.00
Articuno (Holo-Foil)	POK	H	18.00
Cloyster	POK	U	1.50
Ditto	POK	R	7.00
Ditto (Holo-Foil)	POK	H	11.00
Dragonite	POK	R	10.00
Dragonite (Holo-Foil)	POK	H	18.00
Gastly	POK	U	1.50
Gengar	POK	R	7.00
Gengar (Holo-Foil)	POK	H	14.00
Golbat	POK	U	1.50
Golduck	POK	U	1.50
Golem	POK	U	1.50
Graveler	POK	U	1.50
Haunter	POK	R	6.00
Haunter (Holo-Foil)	POK	H	12.00
Hitmonlee	POK	R	6.00
Hitmonlee (Holo-Foil)	POK	H	8.00
Hypno	POK	R	6.00
Hypno (Holo-Foil)	POK	H	12.00
Kabutops	POK	R	6.00
Kabutops (Holo-Foil)	POK	H	12.00
Kingler	POK	U	1.50
Lapras	POK	R	6.00
Lapras (Holo-Foil)	POK	H	8.00
Magmar	POK	U	1.50
Magneton	POK	R	5.00
Magneton (Holo-Foil)	POK	H	10.00
Moltres	POK	R	8.00
Moltres (Holo-Foil)	POK	H	15.00
Muk	POK	R	6.00
Muk(Holo-Foil)	POK	H	12.00
Raichu	POK	R	7.00
Raichu (Holo-Foil)	POK	H	14.00
Sandslash	POK	U	1.50
Seadra	POK	U	1.50
Slowbro	POK	U	1.50
Tentacruel	POK	U	1.50
Weezing	POK	U	1.50
Zapdos	POK	R	8.00
Zapdos (Holo-Foil)	POK	H	14.00

TEAM ROCKET EXPANSION

WIZARDS OF THE COAST–2000

Full Set (83 cards) 225.00
Booster Box (36 packs) 180.00
Booster Pack (11 cards) 5.00
Unlisted Commons ..... .25
Uncommons ..... .75

Dark Alakazam	POK	R	8.00
Dark Alakazam (Holo-Foil)	POK	R	20.00
Dark Arbok	POK	R	6.00
Dark Arbok (Holo-Foil)	POK	R	14.00
Dark Blastoise	POK	R	10.00
Dark Blastoise (Holo-Foil)	POK	R	24.00
Dark Charizard	POK	R	20.00
Dark Charizard (Holo-Foil)	POK	R	39.00
Dark Dragonite	POK	R	10.00
Dark Dragonite (Holo-Foil)	POK	R	20.00
Dark Dugtrio	POK	R	6.00
Dark Dugtrio (Holo-Foil)	POK	R	12.00
Dark Golbat	POK	R	6.00
Dark Golbat (Holo-Foil)	POK	R	14.00
Dark Gyarados	POK	R	8.00
Dark Gyarados(Holo-Foil)	POK	R	15.00
Dark Hypno	POK	R	6.00
Dark Hypno (Holo-Foil)	POK	R	12.00
Dark Machamp	POK	R	6.00
Dark Machamp (Holo-Foil)	POK	R	12.00
Dark Magneton	POK	R	6.00
Dark Magneton (Holo-Foil)	POK	R	12.00
Dark Raichu (Holo-Foil)	POK	R	30.00
Dark Rapidash	POK	C	.50
Dark Slowbro	POK	R	8.00
Dark Slowbro (Holo-Foil)	POK	R	15.00
Dark Vileplume	POK	R	8.00
Dark Vileplume (Holo-Foil)	POK	R	15.00
Dark Weezing	POK	R	6.00
Dark Weezing (Holo-Foil)	POK	R	14.00
Here Comes Team Rocket!	TRA	R	10.00
Here Comes Team Rocket! (Holo-Foil)	TRA	R	20.00
Rainbow Energy	ENG	R	8.00
Rainbow Energy (Holo-Foil)	ENG	R	15.00
Rocket's Sneak Attack	TRA	R	8.00
Rocket's Sneak Attack (Holo-Foil)	TRA	R	12.00

PROMO CARDS

Arcanine	2.00
Dragonite (Movie)	6.00
Electabuzz (Movie)	5.00
Mewtwo (Movie)	7.50
Pikachu (Movie)	6.50

POKÉMON (JAPANESE)

Full Set (102 cards) 275.00
Booster Box (60 packs) 425.00
Booster Pack (10 cards) 8.00
Starter deck (60 cards) 30.00
Prices for singles are the same as American unlimited edition.

JUNGLE EXPANSION (JAPANESE)

Full Set (47 cards) 200.00
Booster Box (60 packs) 300.00
Booster Pack (10 cards) 7.00
Commons ..... .50
Unlisted Uncommons 1.50

Butterfree	POK	U	2.00
Clefable	POK	H	12.00
Electrode	POK	H	12.00
Flareon	POK	H	12.00
Jolteon	POK	H	12.00
Kangaskhan	POK	H	10.00
Mr. Mime	POK	H	14.00
Nidoqueen	POK	H	12.00
Pidgeot	POK	H	12.00
Pinsir	POK	H	12.00
Scyther	POK	H	12.00
Snorlax	POK	H	11.00
Vaporean	POK	H	10.00
Venomoth	POK	H	11.00
Victrebell	POK	H	12.00
Vileplume	POK	H	12.00
Wigglytuff	POK	H	12.00

FOSSIL EXPANSION (JAPANESE)

Full Set (48 cards) 250.00
Booster Box (60 packs) 500.00
Booster Pack (10 cards) 8.00
Commons ..... .50
Uncommons 1.50

Aerodactyl	POK	H	14.00
Articuno	POK	H	14.00
Ditto	POK	H	11.00
Dragonite	POK	H	15.00
Gengar	POK	H	12.00
Haunter	POK	H	12.00
Hitmonlee	POK	H	12.00
Hypno	POK	H	12.00
Kabutops	POK	H	12.00
Lapras	POK	H	12.00
Magneton	POK	H	12.00
Mew	POK	H	59.00
Moltres	POK	H	13.00
Muk	POK	H	14.00
Raichu	POK	H	12.00
Zapdos	POK	H	12.00

TEAM ROCKET EXPANSION (JAPANESE)

Full Set (65 cards) 250.00
Booster Box (60 packs) 400.00
Booster Pack (10 cards) 8.00
Commons ..... .25

Challenge!	TRA	U	.75
Dark Alakazam	POK	R	15.00
Dark Arbok	POK	R	12.00
Dark Blastoise	POK	R	20.00
Dark Charizard	POK	R	30.00
Dark Charmeleon	POK	U	1.00
Dark Dragonair	POK	U	1.00
Dark Dragonite	POK	R	16.00
Dark Dugtrio	POK	R	12.00
Dark Electrode	POK	U	1.00
Dark Flareon	POK	U	1.00
Dark Gloom	POK	U	1.00
Dark Golbat	POK	R	12.00
Dark Golduck	POK	U	1.00
Dark Gyarados	POK	R	12.00
Dark Hypno	POK	R	12.00
Dark Jolteon	POK	U	1.00
Dark Kadabra	POK	U	1.00
Dark Machamp	POK	R	12.00
Dark Machoke	POK	U	1.00
Dark Magneton	POK	R	12.00



DOUBLE TAKES

MOST NUTRITIOUS

Not necessarily the best material from which to make dragons, Chromium is currently most often used by the general public as a dietary supplement that adds to muscle while reducing fat. Industrially, it's often used as a corrosion-resistant metal coating. At least, we know that this is a lean, strong dragon that won't rust.

Dark Muk	POK	U	1.00
Dark Primeape	POK	U	1.00
Dark Slowbro	POK	R	14.00
Dark Vaporeon	POK	U	1.00
Dark Vileplume	POK	R	12.00
Dark Wartortle	POK	U	1.00
Dark Weezing	POK	R	12.00
Here Comes Team Rocket!	TRA	UR	50.00
Imposter Oak's Revenge	TRA	U	1.00
Rainbow Energy	ENG	R	15.00
Rocket's Sneak Attack	TRA	R	10.00
The Boss' Way	TRA	U	1.00

GYM LEADERS EXPANSION #1 (JAPANESE)

Full Set (96 cards) 250.00
Booster Box (60 packs) 400.00
Booster Pack (10 cards) 8.00
Unlisted Commons ..... .50

Brock	TRA	R	8.00
Brock's Golbat	POK	U	1.50
Brock's Golem	POK	R	8.00
Brock's Graveler	POK	U	1.50
Brock's Lickitung	POK	U	1.50
Brock's Method of Raising	TRA	U	1.50
Brock's Ninetails	POK	H	12.00
Brock's Primeape	POK	U	1.50
Brock's Protection	TRA	R	5.00
Brock's Rhydon	POK	H	8.00
Brock's Sandslash	POK	U	1.50
Brock's Vulpix	POK	U	1.50
Brock's Zubat	POK	C	1.00
Confusion Gym	TRA	R	4.50
Erika	TRA	R	8.00
Erika's Bellsprout	POK	U	2.50
Erika's Bulbasaur	POK	U	1.50
Erika's Clefable	POK	H	10.00
Erika's Clefairy	POK	U	1.50
Erika's Compassion	TRA	R	6.00
Erika's Dragonair	POK	H	12.00
Erika's Dratini	POK	U	1.50
Erika's Exeggcute	POK	U	1.50
Erika's Exeggutor	POK	U	1.50
Erika's Gloom	POK	U	1.50
Erika's Maids	TRA	U	1.50
Erika's Perfume	TRA	U	1.50
Erika's Victreebell	POK	R	8.00
Erika's Vileplume	POK	H	12.00
Erika's Weepinbell	POK	U	1.50
Graceful Attack	TRA	R	5.00
Hanada City Gym	TRA	U	1.50
Kuchiba City Gym	TRA	U	1.50
Lt. Surge	TRA	R	8.00
Lt. Surge's Eevee	POK	U	1.50
Lt. Surge's Electabuzz	POK	H	12.00
Lt. Surge's Fearow	POK	H	8.00
Lt. Surge's Jolteon	POK	R	11.00
Lt. Surge's Magnemite	POK	U	2.50
Lt. Surge's Magneton	POK	H	10.00
Lt. Surge's Negotiations	TRA	U	1.50
Lt. Surge's Raticate	POK	U	1.50
Lt. Surge's Secret Plot	TRA	R	5.00
Make You Remember	TRA	U	1.50
Manners	TRA	U	1.50
Misty	TRA	R	8.00
Misty's Dewgong	POK	U	1.50
Misty's Golduck	POK	H	12.00
Misty's Gyarados	POK	H	12.00
Misty's Pleading	TRA	R	5.00
Misty's Poliwhirl	POK	U	1.50
Misty's Rage	TRA	U	1.50
Misty's Seadra	POK	H	12.00
Misty's Tentacool	POK	U	1.50
Misty's Tentacruel	POK	H	12.00
Nibi City Gym	TRA	U	1.50
Resistance-Lowering Gym	TRA	R	5.00
Spy Attack	TRA	U	1.50
Tamamuchi City Gym	TRA	U	1.50
Team Rocket's Hitmonchan	POK	H	13.00
Team Rocket's Moltres	POK	H	13.00
Team Rocket's Scyther	POK	H	10.00
Team Rocket's Training Gym	TRA	R	6.00
Team Rocket's Trap	TRA	H	7.00
Unremovable Gym	TRA	R	5.00

GYM LEADERS EXPANSION #2 (JAPANESE)

Full Set (98 cards) 275.00
Booster Box (60 packs) 400.00
Booster Pack (10 cards) 8.00

Blaine	TRA	R	4.00
Blaine's Arcanine	POK	H	24.00
Blaine's Charizard	POK	H	38.00
Blaine's Charmander	POK	C	.50
Blaine's Charmeleon	POK	U	1.50
Blaine's Doduo	POK	C	.50
Blaine's Gamble	TRA	C	.50
Blaine's Growlithe	POK	C	.50
Blaine's Kangaskhan	POK	U	1.50
Blaine's Last Resort	TRA	U	1.50
Blaine's Magmar	POK	U	1.50
Blaine's Mankey	POK	C	.50
Blaine's Moltres	POK	H	16.00
Blaine's Ninetales	POK	R	8.00
Blaine's Ponyta	POK	C	.50
Blaine's Quiz #3	TRA	U	1.50
Blaine's Rapidash	POK	U	1.50
Blaine's Rhyhorn	POK	C	.50
Blaine's Tauros	POK	C	.50
Blaine's Vulpix	POK	C	.50
Brock's Dugtrio	POK	R	8.00
Discard Exchange	TRA	C	.50
Erika's Ivysaur	POK	U	1.50
Erika's Venusaur	POK	H	18.00
Giovanni	TRA	H	8.00
Giovanni's Gyarados	POK	H	15.00
Giovanni's Machamp	POK	H	15.00
Giovanni's Machoke	POK	U	1.50
Giovanni's Machop	POK	C	.50
Giovanni's Magikarp	POK	C	.50
Giovanni's Meowth	POK	U	1.50
Giovanni's Meowth	POK	C	.50
Giovanni's Nidoking	POK	H	16.00
Giovanni's Nidoqueen	POK	R	8.00
Giovanni's Nidoran	POK	C	.50
Giovanni's Nidoran	POK	U	2.00
Giovanni's Nidorina	POK	U	1.50
Giovanni's Nidorino	POK	U	1.50
Giovanni's Persian	POK	H	14.00
Giovanni's Pinsir	POK	R	7.00
Giovanni's Trump Card	TRA	R	5.00
Gurentown Gym	TRA	U	1.50
Imakuni's Doduo	POK	UR	40.00
Invisible Wall	TRA	C	.50
Koga	TRA	R	5.50
Koga's Arbok	POK	R	6.00
Koga's Beedrill	POK	H	15.00
Koga's Ditto	POK	H	15.00
Koga's Ekans	POK	C	.50
Koga's Golbat	POK	U	1.50
Koga's Grimer	POK	C	.50
Koga's Kakuna	POK	U	1.50
Koga's Koffing	POK	C	.50
Koga's Koffing	POK	U	1.50
Koga's Muk	POK	R	7.00
Koga's Pidgeotto	POK	R	7.00
Koga's Pidgey	POK	U	1.50
Koga's Pidgey	POK	C	.50
Koga's Secret Transformation	TRA	U	1.50
Koga's Tangela	POK	C	.50
Koga's Weedle	POK	C	.50
Koga's Weezing	POK	U	1.50
Koga's Zubat	POK	C	.50
Lt. Surge's Raichu	POK	H	16.00
Misty's Poliwrath	POK	R	6.00
Rocket Teammate	TRA	U	1.50
Sabrina	TRA	R	5.50
Sabrina's Abra	POK	C	.50
Sabrina's Alakazam	POK	H	15.00
Sabrina's Drowzee	POK	C	.50
Sabrina's ESP	TRA	U	1.50
Sabrina's Eye	TRA	C	.50
Sabrina's Gastly	POK	U	1.50
Sabrina's Gengar	POK	H	18.00
Sabrina's Golduck	POK	R	8.00
Sabrina's Haunter	POK	U	1.50
Sabrina's Hypno	POK	U	1.50
Sabrina's Jynx	POK	U	1.50
Sabrina's Kadabra	POK	U	1.50
Sabrina's Mr. Mime	POK	C	.50
Sabrina's Porygon	POK	C	.50
Sabrina's Psychic Control	TRA	U	1.50
Sabrina's Psyduck	POK	C	.50
Sabrina's Slowbro	POK	U	1.50
Sabrina's Slowpoke	POK	C	.50
Sabrina's Venomoth	POK	R	6.00
Sabrina's Venonat	POK	C	.50
Sekichiku City Gym	TRA	U	1.00
Team Rocket's Experiment	TRA	U	2.00
Team Rocket's Explosive Gym	TRA	U	2.00
Team Rocket's Mewtwo	POK	H	16.00
Team Rocket's Snorlax	POK	R	6.00
Team Rocket's Zapdos	POK	H	16.00
Tickle Machine	TRA	U	1.50

Pokémon Price Guide

○ Tokiwa City Gym	TRA	R	7.00
○ Warp Point	TRA	C	.50
○ Yamabuki City Gym	TRA	U	1.50
○ [Your Name]'s Chansey	POK	UR	16.00

GYM LEADERS DECKS #1-6

Deck #1: Brock (64 cards) 30.00
Deck #2: Misty (64 cards) 30.00
Deck #3: Lt. Surge (64 cards) 30.00
Deck #4: Erica (64 cards) 30.00
Deck #5: Blaine (64 cards) 30.00
Deck #6: Sabrina (64 cards) 30.00

Each deck is fixed and contains two holo-foil cards. Most of the cards from decks #1-4 are also found in Gym Leaders #1 *booster packs; 32 cards are only available in the decks. Some of the cards from decks #5-6 are also available in* Gym Leaders #2; *31 cards are only available in the decks.*

SOUTHERN ISLANDS (JAPANESE)

Full Set (18 cards) 55.00
Beach (Exeggutor, King Slowpoke, Wartortle) 16.00
Field of Flowers (Butterfree, Jigglypuff, Lady-Ba) 16.00
Jungle (Lickitung, Primeape, Vileplume) 15.00
Riverside (Ivysaur, Raticate, Togepi) 16.00
Sea (Lapras, Pikablu, Tentacruel) ... 22.00
Sky (Mew, Onyx, Pidgeot) 22.00
Each fixed set contains three cards.

VENDING MACHINE #1 (JAPANESE)

Full Set (36 cards) 100.00
Vending Pack (3 cards) 8.00

Abra	POK	C	3.00
Bulbasaur	POK	U	4.00
Caterpie	POK	C	3.00
○ Chansey	POK	U	8.00
○ Chamander	POK	U	12.00
○ Clefairy	POK	U	4.00
○ Dodrio	POK	C	3.00
○ Doduo	POK	C	3.00
○ Eevee	POK	C	3.00
○ Excavate Fossil	TRA	U	4.00
Geodude	POK	C	4.00
Golbat	POK	C	3.00
Kakuna	POK	C	3.00
○ Lickitung	POK	U	4.00
Metapod	POK	U	4.00
Mew	POK	UR	25.00
Mewtwo	POK	UR	25.00
Mewtwo	POK	U	12.00
Moonstone	TRA	U	4.00
Mr. Mime	POK	U	4.00
Nidoran (Female)	POK	C	3.00
Nidoran (Male)	POK	C	5.00
Paras	POK	C	3.00
Parasect	POK	C	3.00
○ Pidgey	POK	C	3.00
Pikachu	POK	UR	25.00
Pikachu	POK	U	16.00
Pinsir	POK	U	4.00
Poliwag	POK	C	3.00
Poliwhirl	POK	U	4.00
Poliwrath	POK	U	4.00
○ Porygon	POK	C	3.00
○ Rapidash	POK	U	4.00
○ Rattata	POK	C	3.00
○ Snorlax	POK	U	5.00
Squirtle	POK	U	4.00
Weedle	POK	C	3.00
○ Wigglytuff	POK	U	6.00
Zubat	POK	C	4.00

VENDING MACHINE #2 (JAPANESE)

Full Set (36 cards) 100.00
Vending Pack (3 cards) 8.00

Aerodactyl	POK	U	4.00
○ Articuno	POK	U	4.00
○ Crystal of Health	TRA	C	3.00
Dewgong	POK	U	6.00
○ Ditto	POK	U	4.00
Electabuzz	POK	C	2.00
○ Fearow	POK	U	4.00
○ Flash	TRA	U	4.00
Graveler	POK	U	4.00
Grimer	POK	C	3.00
Hitmonchan	POK	U	4.00
Hitmonlee	POK	U	4.00
Jynx	POK	U	4.00
Kabuto	POK	U	4.00
Koffing	POK	C	3.00
Krabby	POK	C	3.00
Lapras	POK	C	3.50
Machoke	POK	C	2.00
Machop	POK	C	3.00
Magnemite	POK	C	3.00
Magneton	POK	U	4.00
Marowak	POK	U	4.00
○ Master Ball	TRA	U	4.00
Moltres	POK	U	4.00
Omanyte	POK	U	4.00
Onix	POK	U	4.00
○ Power Guard	TRA	C	3.00
Raichu	POK	U	4.00
Sandshrew	POK	C	3.00
Seel	POK	C	3.00
Shellder	POK	C	3.00
Arbok	POK	U	4.00
Bellsprout	POK	C	3.00
Cubone	POK	C	3.00
Gastly	POK	C	2.00
Golduck	POK	U	6.00
Graveler	POK	C	2.00
Growlithe	POK	C	3.00
Haunter (60 HP)	POK	U	4.00
Haunter (70 HP)	POK	U	4.00
Horsea	POK	C	3.00
Hypno	POK	U	4.00
Kadabra	POK	U	5.00
Kadabra	POK	C	3.00
○ Kangaskhan	POK	C	4.00
Kingler	POK	U	5.00
Machoke	POK	C	4.00
Magmar	POK	U	4.00
Mewtwo	POK	C	3.00
Nidorina	POK	U	4.00
Nidorino	POK	U	4.00
Omanyte	POK	U	4.00
○ Pidgeotto	POK	U	4.00
○ Pokémon Re-Teleport	TRA	C	3.00
○ Pokémon Tower	TRA	U	4.00
Ponyta	POK	C	3.00
Rhyhorn	POK	U	4.00
Sandslash	POK	C	5.00
Scyther	POK	U	10.00
Seadra	POK	U	4.00
Slowbro	POK	C	2.50
Staryu	POK	C	2.50
○ Tauros	POK	C	3.00
Venonat	POK	C	3.00
Vulpix	POK	C	3.00
Weepinbell	POK	U	4.00
Weezing	POK	U	4.00



DOUBLE TAKES

BEST MONKEYS

It's funny. Before the guys behind the *Magic* storyline really knew what they were doing, they'd pulled in creatures and names from half a dozen places just around the corner. Barbary Apes come from the Barbary Coast, which is located in northern Africa—not Dominaria. Just like our mothers always told us: "The best monkeys are Earth monkeys."

○ Spearow	POK	U	4.00
Tangela	POK	C	3.00
Venomoth	POK	C	4.00
Voltorb	POK	C	3.00
Zapdos	POK	U	4.00

VENDING MACHINE #3 (JAPANESE)

Full Set (36 cards) 100.00
Vending Pack (4 cards) 8.00

NEO EXPANSION (JAPANESE)

Full Set (100 cards) 275.00

Binder Album (9 cards)			15.00
Starter Deck (78 cards)			25.00
Booster Box (60 packs)			450.00
Booster Pack (10 cards)			9.00
○ Amazing Fishing Pole	TRA	C	.50
Aridorisu	POK	U	3.00
Arigeitsu	POK	U	2.50
Bakufun	POK	H	10.00
○ Bellsprout's Tower	TRA	U	1.00
Beriifu	POK	U	2.50
Bubi	POK	R	5.00
○ Buru (aka: Snubble)	POK	C	2.50
○ Card-flipping Game	TRA	U	1.00
Chikorita	POK	C	1.00
○ Chonchi	POK	C	1.00
○ Clefairy	POK	U	3.00
Dark Energy	ENG	R	5.00
Denryu	POK	H	8.00
Donfan	POK	R	5.00
Eamudo	POK	H	10.00
○ Eibamu	POK	U	3.00
○ Ekoro Gym	TRA	R	4.00
Electabuzz	POK	U	2.50
○ Energy Charge	TRA	R	5.00
○ Erekido	POK	R	5.00
Gloom	POK	U	2.50
Gomazou	POK	U	2.50
Guraiga	POK	C	1.00
○ Guranburu	POK	U	2.50
Haganeru	POK	H	8.00
Hanekko	POK	C	1.00
Herakuroso	POK	H	9.00
Himanatsu	POK	C	1.00
○ Hinorashi	POK	C	1.00
○ Hoohoo	POK	C	1.00
Horsea	POK	C	.50
Inomu	POK	U	2.50
Kimawari	POK	U	2.50
Kinqudora	POK	H	8.00
Kirei Hana	POK	H	8.00
○ Kirinriki	POK	C	1.50
○ Kurumi	TRA	R	4.00
Lugia	POK	H	40.00
Magmar	POK	U	2.00
Magumarashi	POK	U	2.50
Mantain	POK	C	1.00
Maril	POK	C	4.00
Mariruri	POK	H	30.00
○ Masaki's Transmission Device	TRA	U	1.00
Meganiumu	POK	H	10.00
Meripu	POK	C	1.00
○ Miracle Nut	TRA	U	2.00
○ Mirutank	POK	U	5.00
Mokoko	POK	U	2.50
○ Moo Moo Milk	TRA	C	.50
Neiti	POK	C	1.00
Neitio	POK	U	2.50
○ New Pokémon Encyclopedia	TRA	U	1.00
Nuo	POK	U	3.00
○ Nut	TRA	C	.50
Nyura	POK	R	12.00
Odairu	POK	H	15.00
Oddish	POK	C	.50
○ Odoshishi	POK	C	1.00
Onix	POK	C	.50
Ootachi	POK	U	3.00
○ Otachi	POK	C	1.00
Pi	POK	R	7.00
Pichu	POK	H	20.00
Pikachu	POK	C	1.50
○ Pokémon Counter Select	TRA	C	.50
○ Pokémon Gear	TRA	R	4.00
○ Pokémon March	TRA	C	.50
Popokko	POK	U	2.50
○ Professor Utsugi	TRA	U	2.00
○ Psyche-Up Headband	TRA	R	5.00
○ Pure Gold	TRA	U	1.00
Rantan	POK	U	2.50
○ Recycle Energy	ENG	R	5.00
Redian	POK	U	2.50
Rediba	POK	C	1.00
Seadra	POK	U	2.00
○ Slot Machine	TRA	R	2.00
Slowpoke	POK	C	.50
Steel Energy	ENG	H	10.00
○ Super Energy Collection	TRA	R	4.00
○ Super Pokémon Collection	TRA	U	1.00
○ Time Capsule	TRA	R	7.00
○ Togechiku	POK	H	35.00
○ Togepi	POK	U	4.50
Tsbuotsubo	POK	C	1.00
Upa	POK	C	1.00
Urimmu	POK	C	1.00
Usoki	POK	C	1.00
Waninoko	POK	C	1.00
Watakko	POK	H	8.00
Yadoking	POK	H	10.00
Yamikarasu	POK	R	10.00
○ Yorunozuku	POK	U	2.50

PROMO CARDS (JAPANESE)

Note: Prices on promotional cards vary greatly, and almost all of them are significantly cheaper in Japan. These prices reflect what Americans are generally paying at U.S. stores and over internet auctions.

CD Set (11 cards) 75.00

Ancient Mew (Movie)			85.00
Arcanine (CD)			12.00
Arcanine (Toyota)			25.00
Argetisu (Neo)			1.50
Articuno (ANA)			50.00
Bakufuun (Neo)			5.00
Beriifu (Neo)			1.50
Birthday Pikachu (Calendar)			500.00
Blastoise (CD)			18.00
Charizard (CD)			45.00
Chikirita (Neo)			.75
Diglett (Fan Club)			8.00
○ Dragonite (ANA)			40.00
Dugtrio (Fan Club)			8.00
Electabuzz (Binder)			15.00
Exeggutor (Fan Club)			15.00
Flying Pikachu (1998 ANA)			150.00
Flying Pikachu (1999 ANA)			60.00
Flying Pikachu (Korokoro)			70.00
Hinorashi (Neo)			.75
○ Imakuni (Korokoro)			40.00
Ivy Pikachu (Korokoro)			60.00
○ Jigglypuff (Korokoro)			70.00
Lily Pad Mew (Korokoro)			200.00
Lily Pad Mew, Non-glossy (Railways)			300.00
Magumarashi (Neo)			1.50
Meganiumu (Neo)			10.00
○ Meowth (Korokoro)			35.00
○ Meowth (Meowth CD)			15.00
○ Meowth, GB (Korokoro)			30.00
Mew (CD)			15.00
Mew (Vending)			30.00
Mewtwo (CD)			15.00
Mewtwo (Korokoro)			65.00
Mewtwo (Vending)			30.00
○ Misty's Treatment (Mini-CD)			12.00
Moltres (ANA)			50.00
○ Nocturnal Energy (Magazine)			8.00
Oodairu (Neo)			5.00
○ Persian (Fan Club)			17.00
○ Pii (Korokoro)			12.00
Pikablu (Korokoro)			100.00
Pikachu, Electric (Fan Club)			25.00
Pikachu, Electric (Toyota)			50.00
Pikachu (Vending)			30.00
○ Porygon (CD)			14.00
Psyduck (Comic Book)			19.00
Slowpoke (Playmat)			12.00
○ Snorlax (CD)			14.00
○ Super Energy Pickup (CD)			10.00
Surfing Pikachu (Korokoro)			110.00
Surfing Pikachu, Mt. Fuji (Railways)			400.00
○ The Computer Goes Haywire! (Korokoro)			12.00
○ The Computer Goes Haywire! (CD)			12.00
○ Togepi (Korokoro)			75.00
Upaa (Korokoro)			8.00
Venusaur (CD)			15.00
Waninoko (Neo)			.75
Yadoking (Korokoro)			20.00
● Yamikarasu (Magazine)			12.00
Zapdos (ANA)			50.00

TOP 5 PSA GRADED CARDS

Charizard (foil) 1,225.00
Birthday Pikachu (Calendar) ... 1,500.00
Lily Pad Mew (Korokoro) 610.00
Charizard (Japanese foil) 510.00
Ancient Mew (Movie) 455.00

DRAGONBALL Z: SAIYAN SAGA

SCORE–2000

Full Set (250 cards) ..... •
Starter Deck (54 cards) 11.00
Starter Box (1 deck, 3 boosters) 20.00
Booster Pack (9 cards) 3.30
1* cards ..... .15
3* cards ..... .75
4* cards 3.00

A Beginner's Heart is Dedicated	NC	5*	4.00
Ally Wins!	C	5*	4.00
Baba Witch Viewing Drill	NC	5*	4.00
Baba's Energy Blast	NC	5*	4.00
Battle Pausing	C	5*	4.00
Black Shadow Drill	NC	5*	4.00
Blue Life Defense Drill	NC	5*	4.00
Broken Scouter	NC	5*	4.00
Bulma Finds a Dragon Ball	NC	5*	4.00
Bulma Finds a Drill	NC	5*	4.00
Chiaotzu's Drill	PC	5*	4.00

STAR TREK DATA

C=COMMON U=UNCOMMON R=RARE

●BAJOR. ○BORG ●CARD. ●FEDER. ●KLING. ●NON-A. ●OTHER ●ROMUL.

ART Artifact	EQU Equipment	INT Interrupt	OBJ Objective	SIT Site
DIL Dilemma	EVE Event	LOC Location	OUT Outpost	STA Starship
DOR Doorway	INC Incident	MIS Mission	PER Personnel	TAC Tactics

PRICE DATA | WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

HEY! Now Key!

Chiaotzu's Physical Defense	C	6*	6.00
Cutting the Tail	C	5*	4.00
Dream Fighting	C	5*	4.00
Dream Machine Battle	C	5*	6.00
Earth Dragon Ball 6	NC	5*	4.00
Earth Dragon Ball 7	NC	5*	4.00
Earth Dragon Ball C	EC	5*	4.00
Earth Dragon Ball Capture	PC	5*	4.00
Enraged!	NC	5*	4.00
Frieza's Spirit	NC	2*	3.00
Gohan (level 4)	H	2*	3.00
Gohan's Anger	NC	2*	6.00
Krillin's Trick	NC	2*	4.00
Gohan's Father Save	C	5*	4.00
Goku (level 4)	H	2*	4.00
Goku's Attack	PC	2*	3.00
Goku's Capturing Drill	NC	5*	6.00
Goku's Lucky Break	NC	5*	4.00
Goku's Mixing Drill	NC	5*	4.00
Goku's Plan	EC	6*	8.00
Goku's Truce	C	6*	8.00
Grabbing the Tail	C	5*	4.00
H Advantage	NC	5*	4.00
King Kai's Calming	NC	5*	4.00
Krillin (level 4)	H	2*	3.00
Krillin's Drill	NC	5*	4.00
Krillin's Energy Disk	EC	5*	4.00
Medic Kit	NC	6*	10.00
Nappa (level 4)	V	2*	3.00
Nappa's Blinding Flare	C	5*	4.00
Orange Focusing Drill	NC	5*	4.00
Piccolo (level 4)	H	2*	3.50
Piccolo's Flight	NC	5*	4.00
Piccolo's Revenge	EC	2*	6.00
Plant Two Saibaimen	NC	5*	4.00
Power Gifting	NC	5*	4.00
Raditz (level 4)	V	2*	3.00
Raditz Energy Burst	EC	5*	4.00
Raditz Flying Kick	NC	5*	6.00
Red Life Attack Drill	NC	5*	4.00
Respect the Spirit	NC	5*	4.00
Ribs Broken	EC	5*	4.00
Roshi's Calming	NC	5*	4.00
Saibaimen (level 1)	V	5*	4.00
Saibaimen (level 2)	V	5*	4.00
Saibaimen (level 3)	V	5*	4.00
Saibaimen (level 4)	V	5*	4.00
Saiyan Appraisal Maneuver	NC	5*	10.00
Saiyan Battle Terms	NC	5*	4.00
Saiyan Honor Quest	NC	5*	4.00
Saiyan Power Drill	NC	5*	4.00
Saiyan Truce Card	C	5*	8.00
Super Saiyan Goku's Power	NC	2*	5.00
T-Rex Defense	NC	5*	4.00
T-Rex Offense	NC	5*	4.00
Teaching the Unteachable Forces Observation	NC	5*	4.00
Terrible Wounds	NC	5*	4.00
The Tail Grows Back	C	5*	4.00
Tien Mind Reading Trick	NC	5*	8.00
Unexpected Allies	C	5*	4.00
Unselfish Behavior is Best	NC	5*	4.00
Vegeta (level 4)	V	2*	3.00
Vegeta's Dragon Ball Capture	NC	5*	4.00
Vegeta's Plans	NC	5*	6.00
Vegeta's Quickness Drill	NC	5*	4.00
Vegeta's Smirk	NC	2*	6.00
Vegeta's Stance	EC	5*	4.00
Vegeta's Trick	NC	5*	4.00

DRAGONBALL Z: SAIYAN SAGA (FOIL SET)

SCORE–2000

Full Set (250 cards) .....
1* cards 15
3* cards 75
4* cards 3.00

A Beginner's Heart is Dedicated	NC	5*	10.00
Ally Wins!	C	5*	10.00
Baba Witch Viewing Drill	NC	5*	10.00
Baba's Energy Blast	NC	5*	10.00
Battle Pausing	C	5*	10.00
Black Shadow Drill	NC	5*	10.00
Blue Life Defense Drill	NC	5*	10.00
Broken Scouter	NC	5*	10.00
Bulma Finds a Dragon Ball	NC	5*	10.00
Bulma Finds a Drill	NC	5*	10.00
Chiaotzu's Drill	PC	5*	10.00
Chiaotzu's Physical Defense	C	6*	14.00
Cutting the Tail	C	5*	10.00
Dream Fighting	C	5*	10.00
Dream Machine Battle	C	5*	14.00
Earth Dragon Ball 6	NC	5*	10.00
Earth Dragon Ball 7	NC	5*	10.00
Earth Dragon Ball C	EC	5*	10.00
Earth Dragon Ball Capture	PC	5*	10.00
Enraged!	NC	5*	10.00
Frieza's Spirit	NC	2*	8.00
Gohan (level 4)	H	2*	8.00
Gohan's Anger	NC	2*	14.00
Krillin's Trick	NC	2*	10.00
Gohan's Father Save	C	5*	10.00
Goku (level 4)	H	2*	10.00
Goku's Attack	PC	2*	3.00
Goku's Capturing Drill	NC	5*	14.00
Goku's Lucky Break	NC	5*	10.00
Goku's Mixing Drill	NC	5*	10.00
Goku's Plan	EC	6*	18.00
Goku's Truce	C	6*	18.00
Grabbing the Tail	C	5*	10.00
H Advantage	NC	5*	10.00
King Kai's Calming	NC	5*	10.00
Krillin (level 4)	H	2*	8.00
Krillin's Drill	NC	5*	10.00
Krillin's Energy Disk	EC	5*	10.00
Medic Kit	NC	6*	22.00
Nappa (level 4)	V	2*	8.00
Nappa's Blinding Flare	C	5*	10.00
Orange Focusing Drill	NC	5*	10.00
Piccolo (level 4)	H	2*	9.00
Piccolo's Flight	NC	5*	10.00
Piccolo's Revenge	EC	2*	14.00
Plant Two Saibaimen	NC	5*	10.00
Power Gifting	NC	5*	10.00
Raditz (level 4)	V	2*	8.00
Raditz Energy Burst	EC	5*	10.00
Raditz Flying Kick	NC	5*	14.00
Red Life Attack Drill	NC	5*	10.00
Respect the Spirit	NC	5*	10.00
Ribs Broken	EC	5*	10.00
Roshi's Calming	NC	5*	10.00
Saibaimen (level 1)	V	5*	10.00
Saibaimen (level 2)	V	5*	10.00
Saibaimen (level 3)	V	5*	10.00
Saibaimen (level 4)	V	5*	10.00
Saiyan Appraisal Maneuver	NC	5*	22.00
Saiyan Battle Terms	NC	5*	10.00
Saiyan Honor Quest	NC	5*	10.00
Saiyan Power Drill	NC	5*	10.00
Saiyan Truce Card	C	5*	18.00
Super Saiyan Goku's Power	NC	2*	12.00
T-Rex Defense	NC	5*	22.00
T-Rex Offense	NC	5*	10.00
Teaching the Unteachable Forces Observation	NC	5*	10.00
Terrible Wounds	NC	5*	10.00
The Tail Grows Back	C	5*	10.00
Tien Mind Reading Trick	NC	5*	18.00
Unexpected Allies	C	5*	10.00
Unselfish Behavior is Best	NC	5*	10.00
Vegeta (level 4)	V	2*	8.00
Vegeta's Dragon Ball Capture	NC	5*	10.00
Vegeta's Plans	NC	5*	14.00
Vegeta's Quickness Drill	NC	5*	10.00
Vegeta's Smirk	NC	2*	14.00
Vegeta's Stance	EC	5*	10.00
Vegeta's Trick	NC	5*	10.00



STAR TREK CUSTOMIZABLE CARD GAME: UNLIMITED

DECIPHER–1994

Full Set (363 cards) 220.00
Starter Deck (60 cards) 8.00
Starter Box (12 decks) 75.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 75.00
Commons ..... .10
Unlisted Uncommons ..... .75
Unlisted Rares 2.00

Cards are white-bordered.

Albert Einstein	PER	R	4.00
Alidar Jarok	PER	R	3.50
Alien Groupie	INT	R	3.00
Alyanna Nechayev	PER	R	4.00
Ancient Computer	DIL	R	4.00
Anti-Time Anomaly	EVE	R	5.00
Armus–Skin of Evil	DIL	R	4.00
Avert Disaster	MIS	R	3.00
B'Etor	PER	R	6.50
Barclay's Protoplasmic Disease	DIL	R	4.00
Betazoid Gift Box	ART	R	6.00
Beverly Crusher	PER	R	10.00
Borg Ship	DIL	R	7.00
Bynars Weapon Enhancement	EVE	R	4.00
Crosis	INT	R	4.00
Crystalline Entity	DIL	R	4.00
Cultural Observation	MIS	R	3.00
Cytherians	DIL	R	3.00
Data	PER	R	14.00
Deanna Troi	PER	R	10.00
Devil, The	INT	R	4.00
Devoras	STA	R	4.00
Dr. La Forge	PER	R	4.00
Dr. Leah Brahms	PER	R	4.00
Duras	PER	R	4.00
Evaluate Terraforming	MIS	R	2.50
Explore Dyson Sphere	MIS	R	2.00
Explore Typhone Expanse	MIS	R	2.50
Geordi La Forge	PER	R	11.00
Goddess of Empathy	EVE	R	4.00
Gowron	PER	R	6.00
Haakona	STA	R	4.00
Honor Challenge	INT	R	4.00
Horga'hn	ART	R	5.00
Hugh	INT	R	4.00
Hunt for DNA Program	MIS	R	2.50
I.K.C. Bortas	STA	R	5.50
I.K.C. Buruk	STA	R	4.00
I.K.C. Hegh'ta	STA	R	4.00
I.K.C. Pagh	STA	R	5.00
I.K.C. Qu'Vat	STA	R	5.00
Iconia Investigation	MIS	R	3.00
Interphase Generator	ART	R	4.50
Investigate Time Continuum	MIS	R	2.50
Jaglon Shrek–Info Broker	INT	R	3.00
Jean-Luc Picard	PER	R	22.00
Kahless	PER	R	4.00
Kargan	PER	R	4.00
K'Ehleyr	PER	R	4.00
Kevin Uxbridge	INT	U	.75
Khazara	STA	R	3.50
Kivas Fajo–Collector	EVE	U	0.50
Klingon Death Yell	INT	R	3.00
Ktarian Game	DIL	R	3.00
Kurak	PER	R	4.00
Kurlan Naikos	ART	R	3.50
Kurn	PER	R	4.00
Leah Brahms	PER	R	4.00
Lore Returns	EVE	R	5.00
Lore's Fingernail	EVE	R	4.00
Lursa	PER	R	4.00
Lwaxanna Troi	PER	R	6.00
Mendak	PER	R	3.50
Morgan Bateson	PER	R	3.00
Nagilum	DIL	R	4.00
Neela Daren	PER	R	4.00
New Contact	MIS	R	2.50
Pegasus Search	MIS	R	3.00
Pi	STA	R	3.50
Q	DIL	R	7.00
Reginald Barclay	PER	R	4.00
Richard Galen	PER	R	4.00
Ro Laren	PER	R	4.00
Roga Danar	PER	R	5.00
Sarek	PER	R	4.00
Sarjenka	DIL	R	3.00
Satelk	PER	R	3.00
Seek Life-form	MIS	R	3.00
Sela	PER	R	5.00
Shelby	PER	R	4.00
Sir Isaac Newton	PER	R	4.00
Study Lonka Pulsar	MIS	R	3.00
Supernova	EVE	R	4.00
Tam Elbrun	PER	R	3.00
Tasha Yar	PER	R	7.00
Temporal Causality Loop	DIL	R	4.00
Thomas Riker	PER	R	8.50
Thought Maker	ART	R	6.00
Time Travel Pod	ART	R	6.00
Tomalak	PER	R	4.00
Toreth	PER	R	4.00
Tox Uthat	ART	R	5.50
Tsiolkovsky Infection	DIL	R	3.00
U.S.S. Brittain	STA	R	5.00
U.S.S. Enterprise	STA	R	18.00
U.S.S. Hood	STA	R	5.50
U.S.S. Phoenix	STA	R	4.50
U.S.S. Yamato	STA	R	4.00
Varon-T Disruption	ART	R	6.00
Vash	PER	R	3.50
Vulcan Stone of Gol	ART	R	4.00
Warp Core Breach	EVE	R	4.00
Wesley Crusher	PER	R	8.00
William T. Riker	PER	R	12.00
Wind Dancer	DIL	R	3.00
Worf	PER	R	10.00
Wormhole Negotiations	MIS	R	2.00



DOUBLE TAKES

BIGGEST AIRHEAD

Like the Barbary Apes, the Horseman is another Earth monster transferred to the land of *Magic*. However, he's from a land even closer than Africa. Sleepy Hollow, where the dreaded Hessian—a German merc hired by the Redcoats—got his melon blown off, is a mere 25 miles from New York City and less than two dozen miles from our offices. We sleep with our lights on.

STAR TREK CUSTOMIZABLE CARD GAME: LIMITED

DECIPHER–1995

Full Set (363 cards) 500.00
Starter Deck (60 cards) 10.00
Starter Box (12 decks) 110.00
Booster Pack (15 cards) 5.00
Booster Box (36 packs) 165.00

Cards are black-bordered.
Single cards are worth 125% to 150% of unlimited equivalents.

ALTERNATE UNIVERSE EXPANSION

DECIPHER–1995

Full Set (122 cards, not including "Future Enterprise") 100.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 80.00
Commons ..... .10
Common Personnel ..... .25
Uncommons ..... .75
Unlisted Rares 3.00

Berlingoff Rasmussen	PER	R	4.00
Beverly Picard	PER	R	6.00
Brute Force	MIS	R	3.00
Commander Tomalak	PER	R	3.50
Cryosatellite	ART	R	4.00
Data's Head	ART	R	5.50
Devidian Doorway	DOR	R	4.00
FGC-47 Research	MIS	R	3.00
Future Enterprise	STA	UR	55.00
Gomtuu	STA	R	4.00
Governor Worf	PER	R	7.50
Ian Andrew Troi	PER	R	4.00
Iconian Gateway	ART	R	3.50
Major Rakal	PER	R	4.00
Ophidian Cane	ART	R	3.00
Reunion	MIS	R	3.00
Samuel Clemens' Pocketwatch	ART	R	4.00
Tasha Yar-Alternate	PER	R	6.50
U.S.S. Enterprise-C	STA	R	11.00

Q CONTINUUM EXPANSION

DECIPHER–1996

Full Set (121 cards) 110.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 75.00
Commons ..... .10
Uncommons ..... .75
Unlisted Rares 3.00

Arbiter of Succession	INT	R	3.50
Blade of Tken	ART	R	5.50
Canar	ART	R	3.50
Galen	PER	R	7.50
IKC Mabt-R'a	STA	R	4.50
Juliana Tainer	PER	R	4.50
Katherine Pulaski	PER	R	4.50
Klingon Civil War	EVE	R	4.50
Lal	PER	R	4.00
Madam Guinan	PER	R	7.00
Manheim's Dimensional Door	DOR	R	4.00
Mona Lisa	ART	R	4.00
Mortal Q	PER	R	6.50
Mr. Homn	PER	R	5.00
Nick Locarno	PER	R	4.00
Sheliak, The	DIL	R	4.00
Terix	STA	R	5.00
USS Stargazer	STA	R	8.00
Yuta	DIL	R	4.00

FIRST CONTACT EXPANSION

DECIPHER–1997

Full Set (130 cards) 100.00
Booster Pack (9 cards) 2.50
Booster Box (30 packs) 64.00
Commons ..... .10
Uncommons ..... .75
Unlisted Rares 3.00

Alyssa Ogawa	PER	R	4.00
Assimilate This!	INT	R	3.50
Beverly Crusher	PER	R	7.00
Borg Queen	PER	R	11.00
Data	PER	R	8.00
Deanna Troi	PER	R	7.00
Geordi La Forge	PER	R	7.50
Jean-Luc Picard	PER	R	12.00
Lily Sloane	PER	R	4.00
Paul Porter	PER	R	4.00
Phoenix	STA	R	4.00
Queen's Borg Cube	STA	R	7.00
Queen's Borg Sphere	STA	R	7.00
Regenerate	EVE	R	4.00
Reginald Barcley	PER	R	4.00
Retask	EVE	R	4.00
Salvage Starship	OBJ	R	4.00
Stop First Contact	OBJ	R	3.25
USS Enterprise-E	STA	R	12.00
William T. Riker	PER	R	9.50
Worf	PER	R	7.50
Zefram Cochrane	PER	R	5.00

THE FAJO COLLECTION

DECIPHER–1998

Full Set (18 cards) 100.00

Black Hole	DOR	R	8.00
Dixon Hill's Business Card	INT/EVR		6.00
DNA Metamorphosis	DIL	R	7.50
Dr. Soong	PER	R	7.00
Guinan	PER	R	10.00
I.K.C. Chang	STA	R	8.00
Kivas Fajo	PER	R	8.00
Locutus of Borg	PER	R	28.00
Lore	PER	R	20.00

InQuest gamer Price Guide

Miles O'Brien	PER	R	8.00
1962 Maris Baseball Card	ART	R	8.00
Persistence of Memory	ART	R	6.00
Picard's Artificial Heart	ART	R	6.00
Qapla'!	INT	R	6.50
Sisters of Duras	PER	R	12.00
Spot	PER	R	8.00
Taliera	PER	R	7.50
U.S.S. Pasteur	STA	R	10.00

DEEP SPACE NINE EXPANSION

DECIPHER–1998

Full Set (276 cards, not including "Defiant") 185.00
Booster Pack (9 cards) 2.50
Booster Box (36 packs) 64.00
Starter Deck (60 cards) 9.75
Starter Box 90.00
Commons ..... .10
Uncommons ..... .75

Pr rarity denotes promo.

Aamin Marritza	PER	R	4.00
Baseball	INT	R	4.00
Benjamin Sisko	PER	R	11.50
Bo'rak	PER	R	4.00
Boheeka	PER	R	4.00
Borad	PER	R	4.00
Camping Trip	MIS	R	3.50
Central Command	HQU	R	4.00
Cha'Joh	STA	R	4.00
Chamber of Ministers	HQU	R	4.00
Changeling Research	MIS	R	3.00
Colonel Day	PER	R	4.00
Cure Blight	MIS	R	3.00
Danar	PER	R	4.00
Deep Space Nine/Terok Nor	STT	R	12.00
Defiant Dedication Plaque	EVE	R	3.00
D'Ghor	PER	R	4.00
DNA Clues	DIL	R	3.00
Dukat	PER	R	9.00
Duranja	EVE	R	3.50
Elim Garak	PER	R	6.50
Enabran Tain	PER	R	4.50
Entek	PER	R	4.00
Establish Tractor Lock	OBJ	R	3.00
Garak Has Some Issues	DIL	R	3.00
Garak's Tailor Shop	SIT	R	4.00
General Krim	PER	R	4.00



If 'Eureka!' is in play, it is sent to the card owner's Boot Hill. Eureka enters play attached to the gang on your left. Whenever Eureka attaches to a Player's gang, he must discard one card from his or her hand. A Player's hand size is reduced by one while Eureka is attached. Eureka leaves that Player when he or she wins a shootout and attaches to the next player on the left. Only one Eureka can be in play at a time.

DOUBLE TAKES

BEST GREEK TRANSLATION

"Eureka," which literally means "I have found it," is the motto of California and is pronounced in the original Greek, "heréueka." Supposedly, the word was first coined by the mathematician Archimedes—the guy who could move the world with a big lever—when he discovered specific gravity. Conversely, Juggheadimedes is the guy who discovered vague gravity.

Access Relay Station	MIS	R	3.00
Aid Fugitives	MIS	R	3.00
Airlock	DOR	R	3.50
Aldara	STA	R	5.50
Alien Gambling Device	ART	R	4.00
Altonian Brain Teaser	DIL	U	1.00
Altovar	PER	R	4.00
Automated Security System	EVE	R	3.50
Bajoran Civil War	EVE	R	3.00
Barell Antos	PER	R	4.50
Gilora Rejal	PER	R	3.50
Going To The Top	INT	R	3.00
Grilka	PER	R	4.00
Groumall	STA	R	4.50
Harvester Virus	DIL	R	3.00
HQ: Return Orb to Bajor	OBJ	R	3.00
I.K.C Toh'Kaht	STA	R	5.50
Investigate Rumors	MIS	R	3.00
Jadzia Dax	PER	R	12.00
Jake and Nog	PER	R	8.00
Jaro Essa	PER	R	4.00
Julian Bashir	PER	R	10.00
Kai Opaka	PER	R	4.00
Karina	PER	R	4.00
Kira Nerys	PER	R	9.00
Korinas	PER	R	4.00
Kovat	PER	R	4.00
Lenaris Holem	PER	R	4.00
Li Nalas	PER	R	4.00
Makbar	PER	R	4.00
Martus Mazur	PER	R	4.00
Mora Pal	PER	R	3.50
Morka	PER	R	3.50
Mysterious Orb	ART	R	4.00
Natima Lang	PER	R	4.00
Neela	PER	R	3.50
No Loose Ends	DIL	R	3.00
Odo	PER	R	10.50
Orb Fragment	ART	R	4.00
Pallra	PER	R	4.00
Plain, Simple Garak	PER	R	5.50
Plans of the Obsidian Order	OBJ	R	3.00
Plans of the Tal Shiar	OBJ	R	3.00
Prakesh	SIT	R	4.00
Protouniverse	INT	R	3.50
"Pup"	DIL	R	3.00
Razka Kam	PER	R	3.50
Recruit Mercenaries	EVE	R	3.00
Rescue Personnel	OBJ	R	3.00
Retaya	PER	R	4.00
Ruwan	PER	R	3.50
Sakonna	PER	R	4.00
Saltah'na Clock	ART	R	4.00
Secret Compartment	DOR	R	3.50
Seismic Quake	DIL	R	3.00
Selveth	PER	R	4.00
Shakaar Edon	PER	R	4.50
Sorus	PER	R	4.00
Surmak Ren	PER	R	4.00
Symbiant Diagnosis	MIS	R	3.00
System 5 Disruptors	EVE	R	3.50
Tahna Los	PER	R	4.00
Tekeny Ghemor	PER	R	4.00
The Three Vipers	DIL	R	4.00
The Walls Have Ears	INT	R	3.00
Tora Ziyal	PER	R	3.50
Toran	PER	R	4.00
Trauma	DIL	R	3.00
Turrel	PER	R	4.00
U.S.S. Defiant	STA	UR	45.00
U.S.S. Yangtzee Kiang	STA	R	5.00
Vakis	PER	R	4.00
Vedek Winn	PER	R	5.00
Wormhole Navigation Schematic	INT	U	1.00
Yeto	PER	R	4.00
Zef'No	PER	R	3.50

THE DOMINION EXPANSION

DECIPHER–1999

Full Set (130 cards, not counting promos) 100.00
Booster Pack (9 cards) 2.50
Booster Box (36 packs) 60.00
Commons ..... .10
Uncommons ..... .75
Unlisted Rares 3.00
Pr rarity denotes promo.

Admiral Riker	PER	Pr	22.00
Borath	PER	R	4.00
Captain Kirk	PER	Pr	35.00
Ch'Pok	PER	R	4.00
D'deridex Advanced	STA	R	4.50
Damar	PER	R	4.00
Empok Nor	FAC	R	4.25
Founder Leader	PER	R	4.00
Garak	PER	R	4.00
Goran'Agar	PER	R	4.00
I.K.C Rotarrran	STA	R	4.00
Jaresh-Inyo	PER	R	4.00
Kai Winn	PER	R	4.00
Keevan	PER	R	4.00
Keldon Advanced	STA	R	4.00
Keogh	PER	R	4.00
Kilana	PER	R	4.00
Kira Founder	PER	R	4.00
Leyton Founder	PER	R	4.00
Lovok	PER	R	4.00
Lovok Founder	PER	R	3.50
Martok	PER	R	4.00
Martok Founder	PER	R	4.00
Michael Eddington	PER	R	3.50
O'Brien Founder	PER	R	4.00
Omet'iklan	PER	R	3.50
Salia	PER	R	4.00
Senator Vreenak	PER	R	4.00
Seven Of Nine	PER	Pr	35.00
Toman'torax	PER	R	4.00
Trager	STA	R	4.00
U.S.S. Defiant	STA	R	12.00
U.S.S. Rio Grande	STA	R	4.00
Weyoun	PER	R	4.00
Worf Son of Mogh	PER	Pr	18.00
Yelgren	PER	R	3.50

BLAZE OF GLORY EXPANSION

DECIPHER–1999

Full Set (139 cards) 100.00
Booster Pack (9 cards) 2.50
Booster Box (30 packs) 65.00
Commons ..... .10
Uncommons ..... .75
Unlisted Rares 3.00

Admiral Ross	PER	R	3.50
Ambassador Tomalak	PER	R	4.50
Boone Impersonator	PER	R	3.50
Borg Cutting Beam	TAC	R	3.50
Chief O'Brien	PER	R	5.50
Donald Varley	PER	R	3.50
Elim	PER	R	4.50
Enrique Muniz	PER	R	3.50
Gelnon	PER	R	3.50
Goraxus	STA	R	4.00
Gul Madred	PER	R	3.50
I.K.C. Koraga	STA	R	4.50
I.K.C. Lukara	STA	R	4.00
I.K.C. Negh'Var	STA	R	4.50
Ilon Tandro	PER	R	3.50
Jadzia Dax	PER	R	8.00
Kang	PER	R	4.00
Kavok	PER	R	3.50
Koloth	PER	R	4.50
Kor	PER	R	4.00
Kraxon	STA	R	4.00
La Forge Impersonator	PER	R	4.50
Locutus' Borg Cube	STA	R	7.50
Long Live the Queen	INC	R	3.50
Maximum Firepower	TAC	R	3.50
Miles O'Brien	PER	R	7.00
Odo Founder	PER	R	5.50
Picard Maneuver	TAC	R	3.50
Quark Son of Keldar	PER	R	5.50
Riker Wil	PER	R	5.50
Ro Laren	PER	R	4.50
Senator Letant	PER	R	3.75
Sword of Kahless	ART	R	4.50
The Albino	PER	R	3.50
U.S.S. Thunderchild	STA	R	7.00
Worf Son of Mogh	PER	R	9.00

SUPER RARE FOILS

Kor	PER	R	12.00
La Forge Impersonator	PER	R	15.00
Maximum Firepower	TAC	R	15.00
Odo Founder	PER	R	12.00
Sword of Kahless	ART	R	15.00
U.S.S. Thunderchild	STA	R	20.00

VERY RARE FOILS

Borg Cutting Beam	TAC	R	5.00
Fajo's Gallery	EVE	R	5.00
Goraxus	STA	R	7.00
I.K.C. Negh'Var	STA	R	5.00
Inside Operation	INT	R	5.00
Kang	PER	R	5.50
Koloth	PER	R	5.00
Kraxon	STA	R	5.00

ULTRA RARE FOILS

Elim	PER	R	44.00
Jadzia Dax	PER	R	45.00
Locutus' Borg Cube	STA	R	46.00
Riker Wil	PER	R	43.00

RULES OF ACQUISITION EXPANSION

DECIPHER–2000

Full Set (130 cards) 125.00
Booster Pack (9 cards) 2.50
Booster Box (36 packs) 70.00
Commons ..... .10
Uncommons ..... .75
Unlisted Rares 3.50

Apnex	STA	R	4.00
Arandis	PER	R	4.00
Bractor	PER	R	4.00
Breen CRM114	EQU	R	4.00
Chula: The Door	DIL	R	4.00
Continuing Committee	FAC	R	4.00
Deyos	PER	R	4.00
Elizabeth Lense	PER	R	4.00
Gaila	PER	R	4.00
George Primmin	PER	R	3.50
Gral	PER	R	4.00
Grand Nagus Gint	PER	R	4.00
Grand Nagus Zek	PER	R	5.00
Hagath	PER	R	4.00
HQ: Ferengi Credit Exchange	INC	U	.75
Ikat'Ika	PER	R	4.00
Ishka	PER	R	4.00
Jovis	STA	R	4.00
Kasidy Yates	PER	R	4.50
Krajensky Founder	PER	R	4.00
Krayton	STA	R	4.00
Kreechta	STA	R	4.00
Kukalaka	EQU	R	4.00
Leck	PER	R	4.00
Leeta	PER	R	4.50
Lemec	PER	R	4.00
Lurin	PER	R	4.00
Maihar'du	PER	R	4.00
Margh	PER	R	4.00
Morn	PER	R	5.50
Naprem	STA	R	4.00
Nog	PER	R	5.00
Omag	PER	R	4.00
Orb of Wisdom	ART	R	4.50
Orion Syndicate Bomb	DIL	R	4.00
Patahk	PER	R	4.00
Phased Cloaking Device	ART	R	4.00
Protection Racket	INC	R	4.00
Quark	PER	R	8.00
Quark's Bar	SIT	R	4.00
Quark's Isolinear Rods	INC	R	4.00
Quark's Treasure	STA	R	4.00
Rom	PER	R	5.00
Scepter of the Grand Nagus	EQU	R	4.00
Senator Cretak	PER	R	4.00
Starry Night	ART	R	4.00
Tower of Commerce	FAC	R	4.00
U.S.S. Sao Paulo	STA	R	6.50
Writ of Accountability	INC	R	4.00



STAR WARS LIMITED EDITION

DECIPHER–1995

Full Set (324 cards) 325.00
Starter Deck (60 cards) 10.00
Starter Deck Box (10 decks) 90.00
Booster Pack (15 cards) 5.50
Booster Box (36 packs) 150.00
Commons ..... .10
Unlisted Uncommons ..... .50
Unlisted Rares 3.00

Cards are black-bordered.

A Disturbance in the Force	EFF	U	1.00
Affect Mind	EFF	R	5.00
Alderaan	LOC	R	3.00
Alderaan	LOC	U	1.00
Alter	UIN	U	1.00
A Tremor in the Force	EFF	U	1.00
Bantha	VEH	U	.75
Beggar	EFF	R	5.00
Beru Stew	LIN	U	.75
Biggs Darklighter	CHR	R	5.00
Black 2	STA	R	7.00
Black 3	STA	U	1.00
Blast Door Controls	EFF	U	.75
Blaster Rack	EFF	U	1.00
Blaster Scope	DEV	U	1.00
Boosted TIE Blaster Cannon	SWE	U	1.00
Boring Conversation Anyway	UIN	R	4.00
BoShek	AL	U	1.00
C-3PO	DRO	R	15.00
Caller	DEV	U	.75
Cantina Brawl	LIN	R	3.50
Chief Bast	IMP	U	1.00
Circle is Now Complete	LIN	R	4.00
Colonel Wullf Yularen	IMP	U	1.00
Commander Praji	UIN	U	.75
Corellian Corvette	STA	U	1.00
Crash Site Memorial	EFF	U	1.00
Dantooine	UIN	U	1.00
Dark Collaboration	LIN	R	5.00
Dark Hours	EFF	U	.75
Dark Jedi Lightsaber	WEA	U	1.00
Dark Jedi Presence	LIN	R	5.00
Darth Vader	IMP	R	45.00
Dathcha	AL	U	1.00
Death Star: Lvl 4 Mil.Corr.	LOC	U	1.00
Death Star Plans	UIN	R	3.50
Death Star Sentry	EFF	U	1.00
Death Star: Detention Block Ctrl.	LOC	U	.75
Death Star: Trash Comp.	LOC	U	1.00
Death Star: War Room	LOC	U	.75
Devastator	STA	R	13.00
Disarmed	EFF	R	4.00
Disarmed	EFF	R	4.00
Don't Get Cocky	LIN	R	5.00
Dr. Evazan	CHA	R	3.00
DS-61-2	CIN	U	1.00
DS-61-3	CIN	R	8.00

STAR WARS DATA

C=COMMON U=UNCOMMON R=RARE

● DARK SIDE ○ LIGHT SIDE

AL Alien
REB Rebel
LOC Location
WEA Weapon
EFF Effect
UIN Used Interrupt
LIN Lost Interrupt
STA Starship
IMP Imperial
UEF Utinni Effect
DEV Device
VEH Vehicle
DRO Droid
CRE Creature

PRICE DATA HEY! New Key! WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

○ Dutch	REB	R	7.00
● EG-6	DRO	U	.75
● Elis Helrot	UIN	U	.75
● Emergency Deployment	UIN	U	1.00
● Empire's Back, The	LIN	U	.75
○ Escape Pod	UIN	U	.75
● Evacuate?	UIN	U	.75
● Expand the Empire	EFF	R	5.00
○ Eyes in the Dark	EFF	U	1.00
● Feltipern Trevagg	AL	U	1.00
○ Figrin D'an	AL	U	.75
● 5D6-RA-7	DRO	R	4.50
● Full Scale Alert	LIN	U	.75
○ General Dodonna	REB	U	1.00
● General Tagge	IMP	R	4.00
○ Gift of the Mentor	LIN	R	4.50
○ Gold 1	STA	R	3.50
○ Gold 5	STA	R	3.50
● Grand Moff Tarkin	IMP	R	20.00
● Gravel Storm	LIN	U	.75
○ Han's Heavy Blaster Pistol	WEA	R	4.00
○ Han Solo	REB	R	34.00
○ Help Me Obi-Wan Kenobi	UIN	R	4.50
○ How Did We Get Into This	UIN	U	.75
○ Hydroponics Station	DEV	U	.75
● I Find Your...Disturbing	EFF	R	4.00
● I Have You Now	LIN	R	3.50
● I've Lost Artoo!	EFF	U	.75
● Imperial Class Star Destroyer	STA	U	1.00
● Ion Cannon	SWE	U	1.00
● Jawa Pack	EFF	U	1.00
○ Jawa Siesta	EFF	U	1.00
○ Jedi Lightsaber	WEA	U	1.00
○ Jedi Presence	LIN	R	4.50
○ Jek Porkins	REB	U	1.00
● Juri Juice	UEF	R	2.50
○ Kabe	AL	U	1.00
○ Kal'FalnI C'ndros	AL	R	4.50
○ Kessel	LOC	U	1.00
● Kessel	LOC	U	2.00
● Kitik Keed'kak	AL	R	5.00
○ K'lor'slug	EFF	R	4.00
○ Krayt Dragon Howl	LIN	R	5.00
● Laser Projector	WEA	U	.75
● Lateral Damage	UEF	R	2.50
○ Leesub Sirln	AL	R	2.50
○ Leia Organa	REB	R	27.00
○ Leia's Sporting Blaster	WEA	U	1.00
● Lieutenant Tanbris	IMP	U	.75
○ Lt. Repeating Blaster Rifle	WEA	R	4.00
○ Lightsaber Proficiency	EFF	R	5.00
● Local Trouble	LIN	R	4.50
● Look Sir, Droids	LIN	R	4.50
● LUKE! LUUUKE!	UEF	U	1.00
○ Luke Skywalker	REB	R	34.00
○ Luke's X-34 Landspeeder	VEH	U	1.00
○ Millennium Falcon	STA	R	24.00
● Molator	EFF	R	5.00
○ Move Along	UIN	R	4.00
○ Nightfall	EFF	U	1.00
○ Obi-Wan Kenobi	REB	R	40.00
○ Obi-Wan's Cape	EFF	R	5.00
○ Obi-Wan's Lightsaber	WEA	R	8.00
● Observation Holocam	DEV	U	.75
○ On the Edge	LIN	R	4.00
● Organa's Cer. Necklace	UEF	R	4.00
○ Our Most Desperate Hour	UEF	R	5.00
○ Out of Nowhere	UIN	U	.75
○ Owen Lars	REB	U	1.00
○ Panic	UIN	U	1.00
● Physical Choke	LIN	R	5.00
● Ponda Baba	AL	U	1.00
○ Pops	REB	U	1.00
● Presence of the Force	EFF	R	6.00
● Prophetess	AL	U	1.00
○ Quad Laser Cannon	STA	U	1.00
● Reactor Terminal	EFF	U	.75
○ Red Leader	REB	R	7.00
○ Red 1	STA	U	1.00
○ Restricted Deployment	EFF	U	1.00
○ Return of a Jedi	LIN	U	.75
○ Revolution	EFF	R	7.00
○ Rycar Ryjerd	EFF	U	1.00
● Send a Detachment Down	YEF	R	4.00
● Sense	UIN	U	1.00
○ Sense	UIN	U	1.00
○ Skywalkers	LIN	R	5.00
○ Spaceport Speeders	UIN	U	.75
○ Special Modifications	EFF	U	1.00
● Sunsdown	EFF	U	1.00
○ Tagge Seeker	WEA	R	2.50
○ Targeting Computer	DEV	U	1.00
○ Tatooine: Obi-Wan's Hut	LOC	R	5.00
○ This is All Your Fault	UIN	U	1.00
● Tonnika Sisters	AL	R	5.00
● Trinto Duaba	UIN	U	1.00
○ Tusken Breath Mask	UEF	U	1.00
○ 2X-3KPR	DRO	U	1.00
● Utinni!	UIN	R	4.00
○ Utinni!	UIN	R	4.00
● Vader's Custom TIE	STA	R	12.00
● Vader's Eye	LIN	R	4.75
● Vader's Lightsaber	WEA	R	10.00
○ Warrior's Courage	LIN	R	2.50
● We're All...Thinner!	LIN	R	4.00
● WED-9-M1 Bantha Droid	DRO	R	2.50
○ WED15-1662 Treadwell Drd.	DRO	R	2.50
○ Wioslea	AL	U	1.00
● Wrong Turn	EFF	U	1.00
○ Yavin 4: Massasi Throne Rm.	LOC	R	5.00
○ Yavin 4: Massasi War Rm.	LOC	U	1.50
○ Yavin Sentry	EFF	U	.75
○ Yerka Mig	UEF	U	1.00
● Your Eyes Can Deceive You	EFF	U	1.00
● Your Powers...Old Man	LIN	R	4.50

STAR WARS UNLIMITED EDITION

PARKER BROTHERS/
DECIPHER–1996

Full Set (330 cards) 210.00
Starter Dual Deck (60 cards) 8.75
Starter Box (12 decks) 70.00
Booster Box (36 packs) 65.00
Booster Pack (15 cards) 2.50

Cards are white-bordered.
Single cards are worth 25% to 35% of limited equivalents.

A NEW HOPE EXPANSION

DECIPHER–1996

Full Set (162 cards) 155.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 80.00
Commons ..... .10
Uncommons ..... .75
Unlisted Rares 3.00

○ Attack Run	EEV	R	4.00
○ Bowcaster	WEA	R	4.00
○ Braniac	AL	R	7.00
○ Cell 2187	UEF	R	4.00
○ Chewbacca	AL/REB	R	12.00
● Commence Primary Ignition	EEV	R	4.00
● Commence Recharging	EFF	R	3.50
● Conquest	STA	R	10.00
○ Corellia	LOC	R	4.00
● Dannik Jerriko	AL	R	4.00
● Dark Waters	EFF	R	4.00
● Death Star	LOC	R	10.00
● Death Star Tractor Beam	DEV	R	4.00
○ Death Star: Trench	LOC	R	4.00
○ Dejarik Hologame Board	LOC	R	4.00
● Dianoga	CRE	R	3.50
○ Double Agent	LIN	R	3.50
● DS-61-4	IMP	R	4.00
● Greedo	AL	R	8.00
● Hem Dazon	AL	R	4.00
○ Hunchback	AL	R	4.00
● Hypo	DEV	R	5.00
● I'm On the Leader	LIN	R	3.50
● Imperial Holotable	LOC	R	4.00
● IT-O	DRO	R	5.00
○ Kiffex	LOC	R	4.00
○ Let the Wookie Win	LIN	R	4.00
○ Luke's Cape	EFF	R	4.00
○ Magnetic Suction Tube	DEV	R	3.50
○ R2-D2	DRO	R	12.00
● R3-T6	DRO	R	4.00
○ Red 2	STA	R	6.00
○ Red 5	STA	R	9.00
● Retract the Bridge	LIN	R	4.00
● Sandcrwlr: Droid Junkheap	LOC	R	4.00
○ Sandcrwlr: Loading Bay	LOC	R	3.50
● Spice Mines of Kessel	UEF	R	4.00
● Superlaser	WEA	R	5.00
○ Tantive IV	STA	R	10.00
● Tatooine: Bluffs	LOC	R	4.00
○ They're on Dantooine	UEF	R	4.00
● Trooper Davin Felth	IMP	R	3.50
● U-3P0	DRO	R	4.00
○ Wedge Antilles	REB	R	12.00
○ Wookie Roar	LIN	R	4.00
○ You're All Clear Kid!	UIN	R	4.00

REVISED A NEW HOPE EXPANSION

DECIPHER–1998

Full Set (162 cards) 140.00
Booster Pack (8 cards) 2.50
Booster Box (30 packs) 75.00
Commons ..... .10
Uncommons ..... .75

Cards are white-bordered.
Rare cards are worth 60% value of black-bordered equivalents.

HOTH EXPANSION

DECIPHER–1996

Full Set (162 cards) 160.00
Booster Pack (15 cards) 3.75
Booster Box (36 packs) 100.00
Commons ..... .10
Unlisted Uncommons ..... .75
Unlisted Rares 3.00

○ Admiral Ozzel	IMP	R	6.00
○ Anakin's Lightsaber	WEA	R	10.00
○ Artillery Remote	DEV	R	3.50
○ Bacta Tank	EFF	R	4.00
● Blizzard 1	VEH	R	8.00
● Blizzard 2	VEH	R	5.50
● Blizzard Scout 1	VEH	R	7.50
● Captain Piett	IMP	R	4.00
○ Cmdr. Luke Skywalker	REB	R	24.00
○ Concussion Grenade	WEA	R	4.50
● Death Mark	UEF	R	4.00
○ Disarming Creature	EFF	R	4.00
○ Echo Base Operations	EFF	R	4.00
● Frozen Dinner	EFF	R	4.00
○ General Carlist Rieekan	REB	R	4.00
● General Veers	IMP	R	7.00
● High Anxiety	EFF	R	4.00
○ I Thought They Smelled Bad	UIN	R	4.00
○ K-3P0	DRO	R	4.50
● Meteor Impact?	EFF	R	4.00
● Mournful Roar	EFF	R	4.00
○ Planet Defender Ion Cannon	WEA	R	3.50
● Responsibility of Command	UEF	R	4.00
● Bossk	AL	R	7.00
● Bossk's Mortar Gun	WEA	R	3.50
● Captain Needa	IMP	R	5.00
○ Dagobah: Cave	LOC	R	3.50
○ Dagobah: Yoda's Hut	LOC	R	4.00
● Dengar	AL	R	8.00
● Dengar's Blaster Carbine	WEA	R	4.50
● Executor	STA	R	18.00
● Executor: Meditation Chamber	LOC	R	3.50
● 4-LOM	DRO	R	7.50
● 4-LOM's Concussion Rifle	WEA	R	3.50
● Hound's Tooth	STA	R	7.00
● IG-2000	STA	R	6.50
● IG-88	DRO	R	10.00
● IG-88's Neural Inhibitor	WEA	R	5.00
● IG-88's Pulse Cannon	WEA	R	4.50
○ Landing Claw	DEV	R	4.00
● Lieutenant Suba	IMP	R	3.50



DOUBLE TAKES

BEST SIN

If you've seen the movie "Seven," you know what the seven deadly sins are: greed, pride, lust or lechery, sloth, gluttony, envy, and wrath or anger. And though they come from the Bible, there isn't one specific list there that mentions them. However, you can find them all somewhere in the Gospel of Matthew. Incidentally, in the 1993 MTV special "Seven Deadly Sins," most television, film and musicians they interviewed thought the list was outdated and "dumb."

○ Rogue 1	VEH	R	9.00
○ Rogue 2	VEH	R	4.50
○ Rogue 3	VEH	R	7.00
○ Rug Hug	LIN	R	4.00
● Stalker	STA	R	12.00
○ Surface Defense Cannon	WEA	R	3.50
○ The First Transport Is Away!	UEF	R	4.00
● This Is Just Wrong	UEF	R	4.00
○ 2-1B	DRO	R	5.00
● Trample	UIN	R	4.50
● Tyrant	STA	R	12.00
● Wampa	CRE	R	3.50
● Weapon Malfunction	UEF	R	4.00
○ Who's Scruffy-Looking?	UIN	R	4.00
○ You Have Failed Me...	LIN	R	4.00
○ You Will Go to Dagobah...	LIN	R	4.00

DAGOBAH EXPANSION

DECIPHER–1996

Full Set (180 cards) 160.00
Booster Pack (9 cards) 2.50
Booster Box (60 packs) 100.00
Commons ..... .10
Unlisted Uncommons ..... .50
Unlisted Rares 3.00

● Avenger	STA	R	9.00
● Mist Hunter	STA	R	5.00
● Punishing One	STA	R	5.00
○ Raithal	LOC	U	3.00
○ Reflection	EFF	R	3.50
○ Son of Skywalker	REB	R	18.00
○ 2-1B	DRO	R	6.50
● Visage of the Emperor	EFF	R	3.50
○ Yoda	JEF	R	27.00
○ Yoda's Hope	EFF	U	1.00
○ You Do Have Your Moments	LIN	U	.75
● Zuckuss	AL	R	7.00
● Zuckuss' Snare Rifle	WEA	R	5.00

CLOUD CITY EXPANSION

DECIPHER–1997

Full Set (180 cards) 155.00
Booster Pack (9 cards) 2.75
Booster Box (60 packs) 105.00
Commons ..... .10
Uncommons ..... .50
Unlisted Rares 3.00

● Boba Fett	AL	R	20.00
● Boba Fett's Blaster Rifle	WEA	R	6.00
○ Bright Hope	STA	R	5.00
● Captain Bewil	IMP	R	3.50
○ Captain Han Solo	REB	R	18.00
● Dark Deal	EFF	R	4.00
● Epic Duel	EEV	R	5.50
○ Haven	EFF	R	4.00
● I Am Your Father	EFF	R	4.00
● Lando Calrissian	AL	R	14.00
○ Lando Clarissian	AL	R	15.00
○ Leia Of Alderaan	EFF	R	4.25
● Lieutenant Sheckil	IMP	R	4.00
○ Lobot	AL	R	7.00
○ Luke's Blaster Pistol	WEA	R	4.00
● Mandalorian Armor	DEV	R	4.00
● Obsidian 7	STA	R	4.50
● Obsidian 8	STA	R	4.50
○ Princess Leia	REB	R	18.00
○ Redemption	STA	R	9.00
○ Shocking Information	UIN	C	.25
● Slave I	STA	R	15.00
● Vader's Bounty	EFF	R	4.00
● Vader's Cape	EFF	R	4.00

JABBA'S PALACE EXPANSION

DECIPHER–1997

Full Set (180 cards) 140.00
Booster Pack (9 cards) 2.25
Booster Box (60 packs) 90.00
Commons ..... .10
Uncommons ..... .25
Unlisted Rares 3.00

○ Artoo	DRO	R	12.00
● Bane Malar	AL	R	4.00
● Bib Fortuna	AL	R	5.50
● Dengar's Modified Riot Gun	WEA	R	5.00
● Ephant Mon	AL	R	4.00
● EV-9D9	DRO	R	4.00
● Gallid	AL	R	4.00
○ I Must Be Allowed To Speak	EFF	R	4.00
● Jabba the Hutt	AL	R	15.00
● Jabba's Sail Barge	VEH	R	6.00
● Jabba's Sail Barge: Passenger Deck	LOC	R	4.00
○ Max Rebo	AL	R	3.50
○ Oola	AL	R	3.50
○ Princess Leia Organa	REB	R	15.00
● Rancor	CRE	R	6.00
● Salacious Crumb	AL	R	4.50
● Scum And Villainy	EFF	R	4.00
○ Tamtel Skreej	AL	R	7.00
○ Tessek	AL	R	3.00
● Thermal Detonator	WEA	R	4.50
● Thul Fain	AL	R	3.00
● Velken Tezeri	AL	R	3.00

SPECIAL EDITION EXPANSION

DECIPHER–1998

Full Set (324 cards) 220.00
Booster Pack (9 cards) 2.25
Booster Box (30 packs) 65.00
Starter Pack (60 cards) 12.00
Starter Box (12 packs) 110.00
Commons ..... .10
Uncommons 1.00
Unlisted Rares 3.00

● A Real Hero	U/LIN	R	3.50
○ Ben Kenobi	REB	R	22.00
● Boba Fett	AL	R	15.00
● Boelo	AL	R	4.00
● Bossk In Hound's Tooth	STA	R	8.00
● Carbon Chamber Testing	OBJ	R	4.50
○ Colonel Feyn Gospic	REB	R	4.00
○ Commander Wedge Antilles	REB	R	7.50
● Coruscant	LOC	R	3.50
○ Coruscant	LOC	R	3.50
○ Coruscant Celebration	EFF	R	3.50
● Darth Vader, Dark Lord Of The Sith	IMP	R	35.00
● Death Squadron Star Destroyer	STA	R	8.50
○ Death Star	LOC	R	8.00
● Death Star Assault Squadron	STA	R	4.50
○ Debnoli	AL	R	4.00
● Dreaded Imperial Starfleet	EFF	R	4.00
● Dune Walker	VEH	R	4.00
○ Entrenchment	EFF	R	4.00
○ General McQuarrie	REB	R	3.50
○ Goo Nee Tay	EFF	R	3.50
○ Harvest	LIN	R	4.00
○ Hidden Base	OBJ	R	4.00
● Hunt Down And Destroy The Jedi	OBJ	R	4.50
● Hunting Party	UIN	R	3.50
● IM4-099	DRO	F	.50
● Imperial Occupation	OBJ	R	4.00
● ISB Operations	OBJ	R	4.50
● Jabba	AL	R	12.00
● Jabba's Influence	EFF	R	3.50
● Jabba's Space Cruiser	STA	R	6.00
● Krayt Dragon	CRE	R	4.50
● Lobot	AL	R	5.00
○ Local Uprising	OBJ	R	4.00
○ Mind What You...Learned	OBJ	R	4.00
● OS-72-1 In Obsidian 1	STA	R	5.50

InQuest gamer Price Guide

- ● OS-72-10 ..... IMP R 4.00
- ● OS-72-2 In Obsidian 2 ... STA R 5.00
- ● Outer Rim Scout ..... AL R 8.00
- ○ Princess Organa ..... REB R 15.00
- ○ R3-T2 ..... DRO R 4.00
- ● Ralltiir ..... OBJ R 4.00
- ○ Rendezvous Point ..... LOC R 4.00
- ○ Rogue 4 ..... VEH R 5.00
- ● Sarlacc ..... CRE R 4.50
- ● Short-Range Fighters ... UIN R 3.50
- ○ Spiral ..... STA R 6.50
- ● Strategic Reserves ..... EFF R 4.00
- ○ T-47 Battle Formation ... LIN R 4.00
- ○ TK-422 ..... REB R 12.00
- ● URoRRuR'R'R's Bantha ... VEH R 4.00
- ● Vader's Personal Shuttle STA R 7.00
- ● Vengeance ..... STA R 10.00
- ● Wittin's Sandcrawler ... VEH R 3.50
- ○ X-wing Assault Squadron STA R 5.50

ENDOR EXPANSION
DECIPHER–1999

Full Set (180 cards) 95.00
Booster Pack (9 cards) 2.50
Booster Box (30 packs) 50.00
Commons ..... .25
Uncommons 1.00
Unlisted Rares 3.00

- ● Aratech Corporation ..... EFF R 4.00
- ● AT-ST Dual Cannon ..... WEA R 4.00
- ○ Chewbacca Of Kashyyyk REB R 11.00
- ○ Chewbacca's Bowcaster WEA R 4.50
- ○ Chewie's AT-ST ..... VEH R 5.00
- ○ Chief Chirpa ..... REB R 4.50
- ● Closed Door ..... EFF R 4.00
- ● Colonel Dyer ..... IMP R 4.00
- ● Commander Igar ..... IMP R 5.00
- ● Corporal Drelosyn ..... IMP R 4.00
- ○ Corporal Kensaric ..... REB R 3.50
- ● Corporal Oberk ..... IMP R 3.50
- ○ Daughter Of Skywalker ... REB R 16.00
- ○ Deactivate The Shield Generator ..... EVE R 3.50
- ● Early Warning Network ... EFF R 3.50
- ● Empire's New Order ..... EFF R 3.50
- ○ Endor Celebration ..... UIN R 3.50
- ● Endor Occupation ..... UIN R 3.50
- ● Endor Operations/Imperial Outpost ..... OBJ R 4.00
- ● Establish Secret Base ... EFF R 3.50
- ○ General Crix Madine ... REB R 3.50
- ○ General Solo ..... REB R 15.00
- ○ I Know ..... LIN R 4.00
- ○ Kazak ..... AL R 4.00
- ○ Lieutenant Greeve ..... REB R 4.00
- ○ Lieutenant Page ..... REB R 3.50
- ● Lieutenant Renz ..... IMP R 3.50
- ● Major Hewex ..... IMP R 3.50
- ○ Mon Mothma ..... REB R 3.50
- ● Ominous Rumors ..... EFF R 4.00
- ○ Orrimaarko ..... REB R 5.00
- ○ Rapid Deployment ..... LIN R 3.50
- ○ Rebel Strike Team/Garrison Destroyed ..... OBJ R 5.50
- ● Security Precautions ... EFF R 3.50
- ● Sergeant Barich ..... IMP R 5.00
- ● Tempest 1 ..... VEH R 7.00
- ● Tempest Scout 1 ..... VEH R 5.50
- ● Tempest Scout 2 ..... VEH R 5.50
- ● Tempest Scout 3 ..... VEH R 5.50
- ● Tempest Scout 4 ..... VEH R 5.50
- ● Tempest Scout 5 ..... VEH R 5.50
- ● Tempest Scout 6 ..... VEH R 5.50
- ○ Threepio ..... DRO R 10.00
- ○ Tydirium ..... STA R 5.00
- ○ Wicket ..... AL R 5.50

FOILS
Full Set (18 cards) 180.00

- ● Biker Scout Trooper ..... IMP R 5.00
- ○ Chewbacca of Kashyyyk REB R 15.00
- ○ Daughter of Skywalker ... REB R 20.00
- ● Early Warning Network ... EFF R 10.00
- ● Elite Squadron StormtrooperIMPR 5.00
- ○ Endor Celebration ..... UIN R 10.00
- ○ Endor: Ewok Village ..... LOC R 5.00
- ● Endor: Landing Platform (Docking Bay) ..... LOC R 5.00
- ○ Ewok and Roll ..... UIN R 5.00
- ○ Ewok Glider ..... VEH R 5.00
- ○ General Solo ..... REB R 32.00
- ● Hot Pursuit ..... INT R 10.00
- ● Main Course ..... INT R 10.00
- ○ Paploo ..... AL R 5.00
- ● Speeder Bike ..... VEH R 5.00
- ● Tempest 1 ..... VEH R 30.00
- ● Tempest Scout 4 ..... VEH R 25.00
- ○ Threepio ..... DRO R 28.00

REFLECTIONS EXPANSION
DECIPHER–2000

FOILS
Unlisted Very Rares 4.00
Unlisted Super Rares 10.00

- ○ Anakin'a Lightsaber ..... DEV VR 5.50
- ○ Artoo ..... CHA VR 6.00
- ○ Ben Kenobi ..... CHA SR 20.00
- ● Blizzard 1 ..... VEH VR 5.00



DOUBLE TAKES

BEST THEME PARK

No, we're not talking about roller coasters and ferris wheels, we're talking about Ray Park and the acting niche he's filled so neatly—that of ultrapowerful, science fiction movie villains. From last year's Darth Maul in "Episode I" to his role as Toad in this summer's "X-Men." Between his saber-slashing, Jedi ass-kicking duels and tongue-lashing, wall-crawling, senator-thumping Ray is putting his martial arts technique to good use. Plus he's signed on for the sequels.

- ● Boba Fett ..... CHA SR 20.00
- ○ Braniac ..... CHA VR 4.00
- ○ C-3PO ..... CHA SR 15.00
- ○ Captain Han Solo ..... CHA SR 18.00
- ○ Chewbacca ..... CHA SR 15.00
- ○ Cmdr. Luke Skywalker ... CHA VR 10.00
- ○ Darth Vader ..... CHA UR 95.00
- ● Darth Vader, Dark Lord Of The Sith ..... CHA SR 40.00
- ● Death Squadron Star destroyer ..... STA VR 5.00
- ● Death Star ..... LOC SR 10.00
- ● Devastator ..... STA SR 12.00
- ● Executor ..... STA SR 16.00
- ● General Veers ..... CHA SR 12.00
- ● Grand Moff Tarkin ..... CHA SR 16.00
- ○ Han Solo ..... CHA SR 18.00
- ● Jabba ..... CHA VR 5.00
- ● Jabba The Hutt ..... CHA SR 11.00
- ● Lando Calrissian ..... CHA SR 12.00
- ○ Leia Organa ..... CHA SR 18.00
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YOUNG JEDI DATA
C=COMMON U=UNCOMMON R=RARE

● DARK SIDE ○ LIGHT SIDE

BAT Battle Card CHA Character LOC Location STA Starship WEA Weapon

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CARD DESCRIPTION

CARD NAME: Now you know what to call the card.

KIND: Summon Legend means she's extra special.

POWER RATING: *InQuest Gamer* has rated every card, with five-stars being the best and one-stars comprising the cream of the crap.

DESCRIPTION: Explains exactly what the card does.

ARTIST: Card's illustrator.



CASTING COST: Ms. Warrior costs two green and one generic mana to summon.

EXPANSION SYMBOL: Tells you what set the card belongs to and the card's rarity. Mirri is a rare from the *Exodus* expansion.

FLAVOR TEXT: Story-related stuff.

POWER/TOUGHNESS: Only for creatures.

ARTIFACTS

NAME	KIND	CR	PR	COST	SETS
Acidic Dagger	ART	R	••	4	MG
4, : Destroy a non-wall creature receiving combat damage from target creature. If targeted creature leaves play, bury Dagger.					
Adarkar Sentinel	AC	U	••	5	IA
: +0/+1 until end of turn. 3/3.					
Aegis of the Meek	ART	R	••	3	IA
1, : Give a 1/1 creature +1/+2 until end of turn.					
Aeolipile	ART	R	•••	2	FE
1, , Sacrifice: Deals 2 damage to any target.					
Aesthir Glider	AC	C	••	3	AI
Flying. Cannot be assigned to block. 2/1.					
Al-abara's Carpet	ART	R	••	5	LG
1, : Prevent all damage to you this turn from attacking, non-flying creatures.					
Aladdin's Lamp	ART	R	••	10	AN,R,4th
, : Instead of drawing a card, look at the top X cards of your library and choose one to put in your hand. Shuffle the rest and put them on the bottom of your library.					
Aladdin's Ring	ART	R	••	8	AN,R,4th,5th,6th
8, : Do 4 damage to any target.					
Alchor's Tomb	ART	R	••	4	LG
2, : Change the color of target permanent you control.					
Altar of Dementia	ART	R	••	2	TM
Sacrifice a creature: Target player puts a number of cards equal to that creature's power from his library into his graveyard.					
Amber Prison	ART	R	•••	4	MG,6th
You may leave Prison tapped. 1, : Tap target artifact, creature or land. As long as Prison is tapped, target does not untap.					
Amulet of Kroog	ART	C	••	2	AQ,4th,5th
2, : Prevent 1 damage to any target.					
•Amulet of Quez	ART	R	•	6	IA
1, , Sacrifice: Flip a coin. If you win the flip, target opponent loses the game. Otherwise, you lose the game. Use only during upkeep. Opponent may ante another card to counter this effect.					
Amulet of Unmaking	ART	R	•	5	MG
5, , Remove Amulet from the game: Remove target artifact, creature or land from the game. Play this ability as a sorcery.					
Angel's Trumpet	ART	U	•••	3	UL
Attacking doesn't cause creatures to tap. At end of each player's turn, tap all untapped creatures he controls that didn't attack. Trumpet deals 1 damage to that player for each creature tapped this way.					
Ankh of Mishra	ART	R	•••	2	Basic
Whenever a player plays a land, Ankh deals 2 damage to him.					
Anvil of Bogardan	ART	R	••	2	VS
Each player skips his discard phase. During each player's draw phase, that player draws an additional card then discards a card.					
Apocalypse Chime	ART	R	•	2	HL
2, : All cards in play from *Homelands* are buried.					
Arcum's Sleigh	ART	U	•	1	IA
2, : Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.					
Arcum's Weathervane	ART	U	•	2	IA
2, : Target snow-covered land becomes non-snow-covered. 2, : Target non-snow-covered land becomes snow-covered.					
Arcum's Whistle	ART	U	••	3	IA
3, : If target non-wall creature does not attack this turn, it is destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play only during opponent's turn.					
Arena of the Ancients	ART	R	••	3	LG,CH
Tap all legends. Legends do not untap as normal during untap.					
Armageddon Clock	ART	U	••	6	AQ,R,4th
Add a counter during your upkeep. At the end of your upkeep, do 1 damage to each player for each counter on Clock. Any player may spend 4 during any upkeep to remove a counter.					
Ashnod's Altar	ART	U	••	3	AQ,CH,5th,8th
0, Sacrifice a creature: Add 2 to your mana pool.					
Ashnod's Battle Gear	ART	U	••	2	AQ,4th
2, : Target creature you control gets +2/-2 as long as Gear is tapped. You may leave Gear tapped.					
Ashnod's Cylix	ART	R	••	2	AI
3, : Target player looks at the top three cards of his library and puts one on top. Remove the remaining two from game.					
Ashnod's Transmogrant	ART	C	•••	1	AQ,CH,5th
, Sacrifice: Target non-artifact creature becomes an artifact creature and gains +1/+1.					
Assembly Hall	ART	R	••	5	MM
4, : Reveal a creature card in your hand, search your library for a copy of that card, and put the card into your hand.					
Astrolabe	ART	C	•••	3	AI
1, , Sacrifice: Add two mana of any color to your pool. Cantrip.					
Balm of Restoration	ART	R	•	2	FE
1, , Sacrifice: Gain 2 life or prevent 2 damage to any target.					
Barbed Sextant	ART	C	•••	1	IA,5th
1, , Sacrifice: Add one mana of any color to your pool. Cantrip.					
Barbed Wire	ART	U	••	3	MM
At the beginning of each player's upkeep, Barbed Wire deals 1 damage to that player. Prevent the next 1 damage that would be dealt by Barbed Wire this turn.					
Bargaining Tables	ART	R	•••	5	MM
X, : Draw a card. X is number of cards in opponent's hand.					
Barl's Cage	ART	R	•••	4	DK,CH,5th
3: Target creature doesn't untap during its controller's next untap.					
Barrin's Codex	ART	R	•••	4	UZ
During your upkeep you may put a counter on Codex. 4, , Sacrifice: Draw X cards, where X is the number of counters.					
Basalt Golem	AC	U	•••	5	MG
Cannot be blocked by artifact creatures. At end of turn bury each creature blocking Golem and put a 0/2 artifact creature wall into play for each creature buried. 2/4.					
Basalt Monolith	ART	U	•••	3	L,U,R
: Add 3 to your pool. Can only be untapped by spending 3.					
Baton of Morale	ART	U	•••	2	IA
2: Target creature gains banding until end of turn.					
Battering Ram	AC	C	••	2	AQ,4th,5th
Bands when attacking. At the end of combat, any walls blocking Ram are destroyed. 1/1. But who the heck plays with walls?					
Beast of Burden	AC	R	••	6	UL
Beast of Burden has power and toughness equal to the number of creatures in play. */*.					
Belbe's Armor	ART	U	•••	3	NE
X, : Target creature gets -X/+X until end of turn.					
Belbe's Portal	ART	R	•••	5	NE
As Portal comes into play, choose a creature type. 3, : Put a creature card of the chosen type from your hand into play.					
•Black Lotus	ART	R	•••••	0	L,U
, Sacrifice: Add 3 mana of any one color to your mana pool.					
Black Mana Battery	ART	R	•••	4	LG,4th
2, : Put a counter on Battery. : Add to your mana pool and add an additional for each counter you remove.					
•Black Vise	ART	U	•••••	1	L,U,R,4th
At the end of his upkeep, target opponent takes 1 damage for each card over four in his hand.					
Blue Mana Battery	ART	R	•••	4	LG,4th
2, : Put a counter on Battery. : Add to your mana pool and add an additional for each counter you remove.					
Bone Flute	ART	U	•	3	DK
2, : Give all creatures -1/-0 until end of turn.					
Bone Mask	ART	R	••	4	MG
2, : Prevent all damage to you from one source. For each damage prevented, remove the top card of your library from the game.					
Booby Trap	ART	R	•••	6	TM
When Trap comes into play, name a card other than a basic land. When target opponent draws cards, he reveals them to all players. If any of those cards is the named card, sacrifice Trap and it deals 10 damage to that player.					
Book of Rass	ART	R	••	6	DK,CH
2, Pay 2 life: Draw a card.					
Bösium Strip	ART	R	••••	3	WL
3, : Until end of turn, if at any time the top card in your graveyard is an instant or sorcery, you may play it as though it were in your hand. If you do so, remove the card from the game.					
Bottle Gnomes	AC	U	••••	3	TM
Sacrifice Bottle Gnomes: Gain 3 life. 1/3.					
Bottle of Suleiman	ART	R	•••	4	AN,R,4th,5th,6th
1, : Flip a coin. If opponent wins, you take 5 damage. Otherwise, you get a Djinn token, a 5/5 flying artifact creature.					
Braidwood Cup	ART	U	••	3	UD
: You gain 1 life.					
Braidwood Sextant	ART	U	•	1	UD
2, , Sacrifice: Search your library for a basic land, reveal that card, and put it into your hand.					
Brass Man	AC	U	••	1	AN,R,4th
1: Untap Brass Man. Use only during your upkeep. 1/3.					
Brass Secretary	AC	U	••	3	UD
2, Sacrifice: Draw a card. 2/1.					
Brass-Talon Chimera	AC	U	••	4	VS
First strike. Sacrifice: Put a +2/+2 counter on target Chimera and that Chimera gains first strike permanently. 2/2.					
Bronze Horse	AC	R	••	7	LG, CH
Trample. If you control an additional creature, all damage done to Bronze Horse by spells targeting it is reduced to 0. 4/4.					
•Bronze Tablet	ART	R	••	6	AQ,4th
4, : Remove target permanent opponent controls and Bronze Tablet from game. You now own target card, and your opponent owns Tablet. Opponent may counter this effect by paying 10 life. Tablet enters play tapped.					
Bubble Matrix	ART	R	•••	3	WL
All damage dealt to creatures is reduced to 0.					
Bullwhip	ART	U	•••	3	SH
2, : Do 1 damage to target creature. That creature attacks this turn if able.					
Caltrops	ART	U	••	3	UD
Whenever a creature attacks, Caltrops deals 1 damage to it.					
Candelabra of Tawnos	ART	R	••••	1	AQ
X, : Untap X lands.					
Carthodion	AC	U	••	3	UZ
When Carthodion is put into a graveyard from play, add three colorless mana to your mana pool. 3/3.					
Celestial Prism	ART	U	••	3	L,U,R,4th
2, : Add 1 mana of any color to your mana pool.					
Celestial Sword	ART	R	••	6	IA
3, : Target creature you control gains +3/+3 until end of turn. Bury creature at end of turn.					
•Chaos Orb	ART	R	•••••	2	L,U
1, , Sacrifice: Flip Orb from height of one foot. If it rotates at least 360°, any cards it is touching are destroyed.					
Charcoal Diamond	ART	U	•••	2	MG,6th
Comes into play tapped. : Add to your mana pool.					
Chariot of the Sun	ART	U	••	3	MG
2, : Target creature you control gains flying and has its toughness reduced to 1 until end of turn.					
Chimeric Idol	ART	U	••••	3	PY
0: Tap all lands you control. Chimeric Idol becomes a 3/3 artifact creature until end of turn.					
Chimeric Sphere	ART	U	•••	3	WL
2: Sphere is a 2/1 artifact creature with flying. 2: Sphere is a 3/2 artifact creature without flying. Both last until end of turn.					
Chimeric Staff	ART	R	•••	4	UZ
X: Staff is an artifact creature with power and toughness each equal to X until end of turn.					
Citanul Flute	ART	R	•••	5	UZ
X, : Search your library for a creature with total casting cost no greater than X. Reveal that card and put it into your hand.					
City in a Bottle	ART	R	••	2	AN
All *Arabian Nights* cards are buried. No *AN* cards can be played.					
Claws of Gix	ART	U	•••	0	UZ
1, Sacrifice a permanent: Gain 1 life.					
Clay Statue	AC	C	•••	4	AQ,4th,5th
2: Regenerate. 3/1.					
Clockwork Avian	AC	R	•••	5	AQ,4th
Flying. Put four +1/+0 counters on Avian. At the end of any combat in which Avian attacks or blocks, remove a counter. X, : Add X counters to Avian (maximum four). Use only during upkeep. 0/4.					
Clockwork Beast	AC	R	•••	6	L,U,R,4th,5th
Put seven +1/+0 counters on Beast. At the end of any combat in which Beast attacks or blocks, remove a counter. X, : Add X counters to Beast (max seven). Use only during upkeep. 0/4.					
Clockwork Gnomes	AC	C	••	4	HL
3, : Regenerate target artifact creature. 2/2.					
Clockwork Steed	AC	C	•••	4	HL,5th
Cannot be blocked by artifact creatures. Put four +1/+0 counters on Steed. At end of any combat in which Steed attacks or blocks, remove a counter. X, : Add X counters to Steed (max 4). 0/3.					
Clockwork Swarm	AC	C	•••	4	HL
Cannot be blocked by walls. Put four +1/+0 counters on Swarm. At the end of any combat in which Swarm attacked or blocked, remove a counter. X, : Add X counters to Swarm (max 4). 0/3.					
Coal Golem	AC	U	•	5	DK
3, Sacrifice Golem: Add to your mana pool. 3/3.					
Coat of Arms	ART	R	•••	5	EX
Each creature gets +1/+1 for each other creature in play of the same type.					
Coiled Tinviper	AC	C	••	3	TM
First strike. 2/1.					
Cold Storage	ART	R	•••	4	TM
3: Put target creature you control on Cold Storage. Sacrifice Cold Storage: Put all creatures on Cold Storage into play.					
Colossus of Sardia	AC	R	••	9	AQ,4th,5th
Trample. Does not untap. : Untap during your upkeep. 9/9.					
Complex Automaton	AC	R	•••	4	NE
Golem. At the beginning of your upkeep, if you control seven or more permanents, return Automaton to its owner's hand. 4/4.					
Conch Horn	ART	R	•	2	FE
1, , Sacrifice: Draw 2 cards. Place a card from your hand back on top of your library.					
Conservator	ART	U	••	4	L,U,R,4th
2, : Prevent up to 2 damage to you.					
Copper Gnomes	AC	R	••	2	UZ
4, Sacrifice: Choose an artifact in hand and put it into play. 1/1					
Copper-Leaf Angel	AC	R	•••	5	PY
Flying. , Sacrifice X lands: Put X +1/+1 counters on Angel. 2/2.					
Copper Tablet	ART	U	••	2	L,U
Each player takes 1 damage during his upkeep.					
Coral Helm	ART	R	••	3	AQ,4th,5th
3, Discard a card at random: Target creature gains +2/+2 until end of turn.					
Crawlspace	ART	R	••	3	UL
No more than two creatures can attack you each combat.					
Credit Voucher	ART	U	••	2	MM
2, , Sacrifice: Shuffle any number of cards from your hand into your library, then draw that many cards.					
Crenelated Wall	AC	U	•••	4	MM
: Target creature gets +0/+4 until end of turn. 0/4.					
Crooked Scales	ART	R	••	4	MM
4, : Choose target creature you control and target creature opponent controls. Flip a coin. If you win, destroy opponent's creature. If you lose, destroy your creature unless you pay 3 to reflip.					
Crown of the Ages	ART	R	•••	2	IA,5th
3, : Switch target enchantment from one creature to another. Treat enchantment as if it were just cast.					
Crumbling Sanctuary	ART	R	••	5	MM
For each 1 damage that would be dealt to a player, that player removes the top card of his or her library from the game instead.					
Crystal Chimes	ART	U	••	3	UZ
3, Sacrifice: Return all enchantments from your graveyard to your hand.					
Crystal Golem	AC	U	••	4	MG
At the end of your turn Crystal Golem phases out. 3/3.					
Crystal Rod	ART	U	••	1	Basic
1: Gain 1 life for any blue spell cast. Gain only 1 life per spell.					
Cursed Rack	ART	U	••	4	AQ,4th
Opponent must discard down to four cards during discard phase.					
•Cursed Scroll	ART	R	•••••	1	TM
3, : Name a card. Opponent chooses a card at random from your hand. If he chooses the named card, Scroll deals 2 damage to target creature or player.					
Cursed Totem	ART	R	•••	2	MG,6th
Players cannot use creature abilities requiring an activation cost.					
Cyclopean Tomb	ART	R	•••	4	L,U
2, : Turn target land into a swamp. If Tomb leaves play, each turn one land transformed by Cyclopean Tomb (your choice) returns to normal.					
Damping Engine	ART	R	••	4	UL
A player who controls more permanents than any other cannot play lands or artifact, creature or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn.					
Dancing Scimitar	AC	R	•••	4	AN,R,4th,5th,6th
Flying. 1/5.					
Dark Sphere	ART	U	••	0	DK
: Sacrifice: Prevent half of the damage done to you by a single source, rounded down.					
Defense Grid	ART	R	••••	2	UL
During each player's turn, spells played by another player cost an additional .					

MAGIC FACT Due to a miscommunication between Wizards and artist Ian Miller, the *Fifth* and *Classic Edition* versions of Ankh Of Mishra instead show an Ark Of Mishra.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact	**EA** Enchant Artifact	**EN** Enchantment	**LAN** Land	**SC** Summon Creature
AC Artifact Creature	**EC** Enchant Creature	**EW** Enchant World	**LL** Legendary Land	**SL** Summon Legend
CR Current Rarity	**EL** Enchant Land	**INS** Instant	**MS** Mana Source	**SOR** Sorcery

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NAME	KIND	CR	PR	COST	SETS
Delif's Cone	ART	U	•	0	FE
◆,Sacrifice: If target creature you control attacks and isn't blocked, it deals no damage and you gain life equal to its power.					
Delif's Cube	ART	R	•	0	FE
2,◆: If target creature you control attacks and isn't blocked, it deals no damage; instead put a counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate target creature.					
Despotic Scepter	ART	R	•••	3	IA
◆: Bury target permanent you own. No really, that's what it does.					
Diabolic Machine	AC	U	••	7	DK,4th,5th
3: Regenerates. 4/4.					
Diamond Kaleidoscope	ART	R	••	4	VS
3,◆: Put a Prism token into play. Treat as a 0/1 artifact creature. Sacrifice a Prism: Add one mana of any color to your pool.					
Didgeridoo	ART	R	••	1	HL
3: Take a Minotaur from your hand and put it directly into play.					
Dingus Egg	ART	R	•••	4	Basic
Whenever a land is destroyed, its controller takes 2 damage.					
Dingus Staff	ART	U	••	4	WL
Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.					
Disrupting Scepter	ART	R	•••	3	Basic
3,◆: Opponent must discard a card. Play as a sorcery.					
Distorting Lens	ART	R	•••	2	MM
◆: Target permanent becomes the color of your choice until end of turn.					
Draconian Cylix	ART	R	•	2	FE
2,◆:Discard a card at random: Regenerate target creature.					
Dragon Blood	ART	U	•••	3	UZ
3,◆: Put a +1/+1 counter on target creature.					
Dragon Engine	AC	R	••	3	AQ,R,4th,5th,6th
2: +1/+0 until end of turn. 1/3.					
Dragon Mask	ART	U	•••	3	VS,6th
3,◆: Target creature you control gets +2/+2 until end of turn. At end of turn, return it to its owner's hand.					
Ebony Horse	ART	R	••	3	AN,R,4th
2,◆: Untap one of your attackers and treat it as if it never attacked.					
Ebony Rhino	AC	C	••	7	HL
Trample. 4/5.					
Echo Chamber	ART	R	••	4	TM
4,◆: Opponent chooses a creature he controls. Put a token creature into play and treat it as a copy of that creature, but with haste. At end of turn, remove token creature from game. Play as a sorcery.					
Elixir of Vitality	ART	U	••	4	MG
Comes into play tapped. ◆,Sacrifice: Gain 4 life. 8,◆,Sacrifice: Gain 8 life.					
Elkin Bottle	ART	R	•••	3	IA,5th
3,◆: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.					
Elven Lyre	ART	R	••	2	FE
1,◆,Sacrifice: Target creature gets +2/+2 until end of turn.					
Emerald Medallion	ART	R	••	2	TM
Your green spells cost 1 less to play.					
Emmessi Tome	ART	R	••	4	TM
5,◆: Draw two cards, then choose and discard a card.					
Endoskeleton	ART	U	••	2	UZ
You may choose not to untap Endoskeleton. 2,◆: Target creature gets +0/+3 as long as Endoskeleton remains tapped.					
Energizer	AC	R	••	4	TM
2,◆: Put a +1/+1 counter on Energizer. 2/2.					
Ensnaring Bridge	ART	R	••••	3	SH
Creatures with power greater than the number of cards in your hand cannot attack.					
Erratic Portal	ART	R	••••	4	EX
1,◆: Return target creature to its owner's hand unless its owner pays 1.					
Ersatz Gnomes	AC	U	••	3	MG
◆: Target spell or permanent is colorless until end of turn. 1/1.					
Essence Bottle	ART	U	••	2	TM
3,◆: Put a counter on Bottle. ◆: Remove all counters: Gain 2 life for each counter.					
Excavator	ART	U	••	2	TM
◆,Sacrifice a basic land: Target creature gains that landwalk until end of turn.					
Extruder	AC	U	••	4	UD
Echo. Sacrifice an artifact: Put a +1/+1 counter on target creature. 4/3.					
Eye of Ramos	ART	R	•••	3	MM
◆: Add 1 to your pool. Sacrifice: Add 1 to your pool.					
Eye of Yawgmoth	ART	R	•••	3	NE
3,◆,Sacrifice a creature: Reveal cards from the top of your library equal to the sacrificed creature's power. Put one into your hand and remove the rest from the game.					
Feldon's Cane	ART	C	••	1	AQ,CH,5th
◆,Remove from game: Shuffle your graveyard into your library.					
Felwar Stone	ART	U	••••	2	DK,4th,5th
◆: Produce 1 mana of any color that opponent's lands produce.					
Feroz's Ban	ART	R	••	6	HL,5th
Summon spells cost an additional 2 to cast.					
Fire Diamond	ART	U	•••	2	MG,6th
Comes into play tapped. ◆: Add 1 to your mana pool.					
Flint Golem	AC	U	••	4	NE
Whenever Golem becomes blocked, defending player puts the top three cards of his library into his graveyard. 2/3.					
Floodwater Dam	ART	R	••	3	AI
1,◆: Tap X target lands.					
Flowstone Armor	ART	U	••••	3	NE
You may choose not to untap Flowstone Armor during your untap step. 3,◆: Target creature gets +1/-1 as long as Flowstone Armor remains tapped.					
Flowstone Sculpture	AC	R	•••	6	TM
2,Choose and discard a card: Sculpture gains flying, first strike, trample or a +1/+1 counter permanently. 4/4.					
Flowstone Thopter	AC	U	••	7	NE
1: Thopter gets +1/-1 and gains flying until end of turn. 4/4.					
Fluctuator	ART	R	••	2	UZ
Cycling costs you up to 2 less to play.					
Flying Carpet	ART	R	•••	4	AN,R,4th,5th,6th
2,◆: Give target creature flying until end of turn.					
Fodder Cannon	ART	U	••••	4	UD
4,◆,Sacrifice a creature: Deal 4 damage to target creature.					
Fool's Tome	ART	R	•••	3	TM
2,◆: Draw a card. Use only if you have no cards in your hand.					
Forcefield	ART	R	••••	3	LU
1: Target unblocked creature deals only 1 damage this turn.					
Forethought Amulet	ART	R	••	5	LG
Pay 5 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.					
Fountain of Youth	ART	U	••	0	DK, CH,5th,6th
2,◆: Gain 1 life.					
Fyndhorn Bow	ART	U	••	2	IA
3,◆: Give target creature first strike until end of turn.					
Gauntlet of Might	ART	R	•••	4	LU
All mountains produce an extra . All red creatures gain +1/+1.					
Gauntlets of Chaos	ART	R	•••	5	LG,CH,5th
5,◆,Sacrifice: Take control of an opponent's land, creature or artifact. Then give that opponent one of your permanents of the same type. Destroy all enchantments on traded permanents.					
General's Regalia	ART	R	•••	3	MM
3: The next time a source of your choice would deal damage to you this turn, that damage is dealt to target creature you control instead.					
Glasses of Urza	ART	U	•••	1	Basic
◆: Look at opponent's hand. No, his cards!					
Goblin Lyre	ART	R	••	3	IA
1,Sacrifice: Flip a coin. If you win, target opponent takes damage equal to the number of creatures you control. Otherwise, you take damage equal to the number of creatures opponent controls.					
Golgothian Sylex	ART	R	••	4	AQ
1,◆: Bury all *Antiquities* cards. Boo-yah!					
Grafted Skullcap	ART	R	••••	4	UZ
During your draw phase, draw an additional card. At the end of each of your turns, discard your hand.					
Grapeshot Catapult	AC	C	•••	3	AQ,4th,5th
◆: Do 1 damage to a target flying creature. 2/3.					
Green Mana Battery	ART	R	•••	3	LG,4th
2,◆: Put a counter on Battery. ◆: Add to your mana pool and add for each counter you remove as well.					
Grim Monolith	ART	R	•••	2	UL
Monolith does not untap during your untap step. ◆: Add three colorless mana to your mana pool. ◆: Untap Monolith					
Grindstone	ART	R	•••	1	TM
3,◆: Put the top two cards of target player's library into his graveyard. If both cards share at least one color, repeat this process.					
Grinning Totem	ART	R	•••	4	MG,6th
2,◆,Sacrifice: Search target opponent's library for any card and put it face-up in front of you. You have until the beginning of your next upkeep to play the card as though it were in your hand.					
Gustha's Scepter	ART	R	••	0	AI
If you lose control of Scepter, put all cards under it into your graveyard. ◆: Put any card from your hand face down under Scepter. ◆: Return any card under Scepter to your hand.					
Heart of Ramos	ART	R	•••	3	MM
◆: Add to your pool. Sacrifice: Add to your pool.					
Heartstone	ART	U	•••	3	SH
The cost of each creature ability requiring an activation cost is reduced by 1, to a minimum of 1.					
Helm of Awakening	ART	U	••••	2	VS
All spells cost 1 less to play.					
Helm of Chatzuk	ART	R	••	1	L,U,R,4th,5th
1,◆: Target creature gains banding until end of turn.					
Helm of Obedience	ART	R	••••	4	AI
5,◆: Put top card of opponent's library into his graveyard. Continue until you have flipped X cards or a creature card. If the last card flipped is a creature, bury Helm and put that creature into play under your control as though it were just cast.					
Helm of Possession	ART	R	•••	4	TM
You may choose not to untap Helm. 2,◆,Sacrifice a creature: Gain control of target creature as long as you control of Helm and it remains tapped.					
Hematite Talisman	ART	U	•	2	IA
3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.					
Henge Guardian	AC	U	••	5	MM
2: Gains trample until end of turn. 3/4.					
Hive, The	ART	R	••	5	L,U,R,4th,5th,6th
5,◆: Create a Giant Wasp token, a 1/1 flying artifact creature.					
Hollow Warrior	AC	U	•••	4	PY
Hollow Warrior can't attack or block unless you tap an untapped creature you control. 4/4.					
Hopping Automaton	AC	U	••	3	UZ
1: Automaton gets -1/-1 and flying until end of turn. 2/2.					
Horn of Deafening	ART	R	•••	3	LG, CH
2,◆: Target creature deals no damage in combat this turn.					
Horn of Greed	ART	R	•••	3	SH
Whenever any player plays a land, that player draws a card.					
Horn of Plenty	ART	R	•••	6	MM
Whenever a player plays a spell, he may pay 1. If that player does, he draws a card at end of turn.					
Horn of Ramos	ART	R	•••	3	MM
◆: Add to your pool. Sacrifice: Add to your pool.					
Hornet Cannon	ART	U	••	4	SH
1,◆: Tap target land, creature, or artifact.					
Igneous Golem	AC	U	••	5	MG
2: Trample until end of turn. 3/4.					
Illusionary Mask	ART	R	•••	2	L,U
X: Summon a creature face down. You may add X to the casting to hide the creature's true cost. Once the creature does damage, taps or takes damage you must flip the creature over.					
Implements of Sacrifice	ART	R	•••	2	FE
1,◆: Sacrifice to add 2 mana of any one color to your pool.					
Infinite Hourglass	ART	R	••	4	IA,5th
Put a counter on Infinite Hourglass during your upkeep. Any player may pay 5 during any upkeep to remove a counter. All creatures gain +1/+0 for each counter on Infinite Hourglass.					
Iron Lance	ART	U	••	3	MM
3,◆: Target creature gains first strike until end of turn.					
Iron Maiden	ART	R	••	3	UL
During each of your opponent's upkeeps, Iron Maiden deals 1 damage to that player for each card more than four in his hand.					
Iron Star	ART	U	••	1	L,U,R,4th,5th,6th
1: Gain 1 life for any red spell cast. Only gain 1 life per spell.					
Iron-Heart Chimera	AC	U	••	4	VS
Attacking does not cause Chimera to tap. Sacrifice: Put a +2/+2 counter on target Chimera and attacking doesn't cause it to tap. 2/2.					
Ivory Cup	ART	U	••	1	L,U,R,4th,5th,6th
1: Gain 1 life for any white spell cast. Gain only 1 life per spell.					
Ivory Tower	ART	U	•••••	1	AQ,R,4th
At the beginning of your upkeep, gain 1 life for each card over four in your hand.					
Jabari's Banner	ART	U	••	2	WL
1,◆: Target creature gains flanking until end of turn.					
Jade Monolith	ART	R	••	4	L,U,R,4th,5th,6th
1: Redirect all damage from any creature to yourself.					
Jade Statue	ART	U	••••	4	L,U
2: Statue becomes a 3/6 creature. Use only during attack phase.					
Jalum Tome	ART	R	•••	3	AQ,CH,5th,6th
2,◆: Draw a card and then discard a card of your choice.					
Jandor's Ring	ART	R	•	6	AN,R
2,◆: Discard a card you just drew, and draw a card.					
Jandor's Saddlebags	ART	R	•••	2	AN,R,4th,5th
3,◆: Untap target creature.					
Jangling Automaton	AC	C	•	3	WL
If Automaton attacks, untap all of defending player's creatures. 3/2.					
Jayemdae Tome	ART	R	••••	4	L,U,R,4th,5th,6th
4,◆: Draw a card.					
Jester's Cap	ART	R	••	4	IA,5th
2,◆,Sacrifice: Look through target player's library and remove any three cards from the game.					
Jester's Mask	ART	R	••	5	IA
Comes into play tapped. 1,◆,Sacrifice: Switch opponent's hand with the same number of cards of your choice from his library.					
Jet Medallion	ART	R	••	2	TM
Your black spells cost 1 less to play.					
Jeweled Amulet	ART	U	••	0	IA
1,◆: Place a counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a counter on Amulet. ◆: Remove the counter to add 1 mana of the appropriate type to your mana pool.					
Jeweled Bird	ART	R	••	1	AN,CH
◆,Sacrifice: Send all cards you have up for ante to the graveyard and replace them with the Jeweled Bird. Draw a card.					
Jeweled Torque	ART	U	••	2	MM
As Torque comes into play, choose a color. Whenever a player plays a spell of the chose color, you may pay 2 to gain 2 life.					
Jhoira's Toolbox	AC	U	•••	2	UL
2: Regenerate target artifact creature. 1/1					
Jinxed Idol	ART	R	••	2	TM
During your upkeep, Idol deals 2 damage to you. Sacrifice a creature: Target opponent gains control of Idol permanently.					
Jinxed Ring	ART	R	••	2	SH
Whenever any card is put into your graveyard from play, Ring deals 1 damage to you. Sacrifice a creature: Target opponent gains control of Ring permanently.					
Joven's Tools	ART	R	••	6	HL,5th
4,◆: Target creature can only be blocked by walls until end of turn.					
Juggernaut	AC	U	••••	4	L,U,R
Must attack each turn if possible. Can't be blocked by walls. 5/3.					
Juju Bubble	ART	U	••	1	VS
2,◆: Place the top card of your library face down under Vault. Sacrifice: Discard your hand, replacing it with the cards under Vault.					
Kormus Bell	ART	R	••	4	L,U,R,4th
Treat all swamps as 1/1 creatures that can be tapped for .					
Kry Shield	ART	U	•••	2	LG
2,◆: Target creature you control gains +0/+X until end of turn, where X is its casting cost. Target deals no damage this turn.					
Kyren Archive	ART	R	••	3	MM
At the beginning of your upkeep, you may remove the top card of your library from the game face down. 5,Discard your hand,Sacrifice: Put all cards remove from the game with Archive into their owner's hand.					
Kyren Toy	ART	R	••	3	MM
1,◆: Put a counter on Toy. ◆,Remove X counters from Toy: Add X plus one colorless mana to your pool.					
Lapis Lazuli Talisman	ART	U	•	2	IA
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.					
Lead Golem	AC	U	••	3	MG,6th
If Golem attacks, it doesn't untap during your next untap. 3/5.					
Lead-Belly Chimera	AC	U	••	4	VS
Trample. Sacrifice Chimera: Put a +2/+2 counter on target Chimera and it gains trample permanently. 2/2.					
Library of Leng	ART	U	••	1	L,U,R,4th,5th
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard.					
Life Chisel	ART	U	•••	4	LG
Sacrifice a creature: Gain life equal to creature's toughness. Use only during upkeep.					
Life Matrix	ART	R	•••	4	LG
4,◆: Put a counter on target creature. Use this ability only during your upkeep. Remove a counter from a creature: Regenerate the creature.					
Lifeline	ART	R	•••	5	UZ
Whenever a creature is put into a graveyard and a creature is in play, return that creature from its graveyard to play at end of turn.					
Lion's Eye Diamond	ART	R	•	0	MG
Sacrifice Diamond and discard your hand: Add three mana of any one color to your mana pool. Like a Black Lotus, only, not.					
Living Armor	ART	C	•••	3	DK, CH
Sacrifice: Put a +0/+X counter on a target creature, where X is the creature's casting cost					
Living Wall	AC	U	••••	4	L,U,R
Counts as a wall. 1: Regenerates. 0/6.					
Lodestone Bauble	ART	R	••••	0	AI
1,◆, Sacrifice: Put up to four basic lands from a player's graveyard on top of his library. Cantrip.					
Lotus Blossom	ART	R	•••	2	UZ
During your upkeep, you may put a counter on Blossom. ◆: Sacrifice: Add X mana of one color to your mana pool, where X is the number of counters on Blossom.					
Lotus Petal	ART	C	•••	0	TM
◆, Sacrifice: Add one mana of any color to your mana pool.					
Magistrate's Scepter	ART	R	••	3	MM
4,◆: Put a counter on Scepter. ◆:Remove three counters from Scepter: Take another turn after this one.					
Magma Mine	ART	U	••	1	VS
4: Put a counter on Mine. ◆,Sacrifice: For each counter on it, Mine deals 1 damage to target creature or player.					
Magnetic Web	ART	R	••	2	TM
If a creature with a magnet counter attacks, all creatures with magnet counters that attacker controls attack if able and all creatures with magnet counters that defender controls block that creature if able. 1,◆: Put a magnet counter on target creature.					
Malachite Talisman	ART	U	•	2	IA
3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.					
Mana Crypt	ART	R	••••	0	PR
◆: Add 2 to your mana pool. During your upkeep flip a coin. If you lose the flip, you lose 3 life.					
Mana Matrix	ART	R	••	6	LG
Pay 2 less to cast an instant, interrupt or enchantment.					
Mana Prism	ART	U	••	3	MG,6th
◆: Add 1 to your pool. 1,◆: Add one mana of any color to your pool.					
Mana Vault	ART	R	•••	1	L,U,R,4th,5th
◆: Add 3 to your mana pool. ◆: Untap Vault. Use only during your upkeep. Vault does 1 damage to you if it is tapped at the end of your upkeep.					
Mana Web	ART	R	••	3	WL
Whenever any land opponent controls is tapped for mana, tap all lands he or she controls that can produce any type of mana that land can produce.					
Manakin	AC	C	••	2	TM
◆: Add 1 to your mana pool. 1/1.					
Mangara's Tome	ART	R	••	5	MG
Search your library for five cards. Shuffle and put these cards face down under Tome. 2: Instead of drawing a card, add top card from Tome to your hand.					
Mantis Engine	AC	U	••	5	UD
2: Flying until end of turn. 2: First strike until end of turn. 3/3.					
Marble Diamond	ART	U	•••	2	MG,6th
Comes into play tapped. ◆: Add to your mana pool.					
Marble Priest	AC	U	•	5	LG
All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3. Really! Who's gonna use walls?					
Masticore	AC	R	•••••	4	UD
At the beginning of your upkeep, you may discard a card from your hand. If you don't, sacrifice Masticore. 2: Masticore deals 1 damage to target creature. 2: Regenerate Masticore. 4/4					
Matopi Golem	AC	U	••	5	VS
1: Regenerate and put a -1/-1 counter on Matopi Golem. 3/3.					
Medicine Bag	ART	U	•••	3	EX
1,◆,Choose and discard a card: Regenerate target creature.					
Meekstone	ART	R	•••	3	L,U,R,4th,5th,6th
Creatures with power greater than 2 do not untap during untap.					
Memory Crystal	ART	R	•••	3	EX
All buyback costs are reduced by 2					
Memory Jar	ART	R	•••	5	UL
◆,Sacrifice: Each player sots aside his hand and draws seven cards. At end of turn, each player discards his hand and returns to his hand each card he set aside.					
Mercadian Atlas	ART	R	••••	5	MM
At the end of your turn, if you didn't play a land this turn, you may draw a card.					
Mercadian Lift	ART	R	••	2	MM
1,◆: Put a counter on Lift. ◆,Remove X counters from Winch: Put a creature card with converted mana cost X from your hand into play.					
Metallic Sliver	AC	C	••	1	TM
Metallic Sliver counts as a sliver. 1/1.					
Metalworker	AC	R	•••	3	UD
◆: Reveal any number of artifact cards in your hand. Add 3 to your pool for each card revealed this way. 1/2.					
Metrognome	ART	R	•••	4	UZ
When a spell or ability one of your opponents controls causes you to discard Metrognome, put four 1/1 artifact Gnome tokens into play. 4,◆: Put a 1/1 artifact Gnome token into play.					
Mightstone	ART	U	•••	4	AQ
All attacking creatures gain +1/+0.					
3,◆: Put a token into play. Treat as a 1/1 flying artifact creature with haste. At end of turn, destroy the token.					
Horrible Hordes	AC	U	••	3	MG
Rampage 1. 2/2. Beware the angry toaster.					
Howling Mine	ART	R	••••	2	Basic
During each player's draw phase, that player draws an extra card.					
Ice Cauldron	ART	R	•••	4	IA
X,◆: Put a spell on Cauldron if there are no counters on it. Put X counters on Cauldron. You may cast that spell as though it were in your hand. ◆: Remove the counters to add mana of the type used to put the counters on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Cauldron.					
Icy Manipulator	ART	U	•••••	4	L,U,IA
1,◆: Tap target land, creature, or artifact.					
Igneous Golem	AC	U	••	5	MG
2: Trample until end of turn. 3/4.					
Illusionary Mask	ART	R	•••	2	L,U
X: Summon a creature face down. You may add X to the casting to hide the creature's true cost. Once the creature does damage, taps or takes damage you must flip the creature over.					
Implements of Sacrifice	ART	R	•••	2	FE
1,◆: Sacrifice to add 2 mana of any one color to your pool.					
Infinite Hourglass	ART	R	••	4	IA,5th
Put a counter on Infinite Hourglass during your upkeep. Any player may pay 5 during any upkeep to remove a counter. All creatures gain +1/+0 for each counter on Infinite Hourglass.					
Iron Lance	ART	U	••	3	MM
3,◆: Target creature gains first strike until end of turn.					
Iron Maiden	ART	R	••	3	UL
During each of your opponent's upkeeps, Iron Maiden deals 1 damage to that player for each card more than four in his hand.					
Iron Star	ART	U	••	1	L,U,R,4th,5th,6th
1: Gain 1 life for any red spell cast. Only gain 1 life per spell.					
Iron-Heart Chimera	AC	U	••	4	VS
Attacking does not cause Chimera to tap. Sacrifice: Put a +2/+2 counter on target Chimera and attacking doesn't cause it to tap. 2/2.					
Ivory Cup	ART	U	••	1	L,U,R,4th,5th,6th
1: Gain 1 life for any white spell cast. Gain only 1 life per spell.					
Ivory Tower	ART	U	•••••	1	AQ,R,4th
At the beginning of your upkeep, gain 1 life for each card over four in your hand.					
Jabari's Banner	ART	U	••	2	WL
1,◆: Target creature gains flanking until end of turn.					
Jade Monolith	ART	R	••	4	L,U,R,4th,5th,6th
1: Redirect all damage from any creature to yourself.					
Jade Statue	ART	U	••••	4	L,U
2: Statue becomes a 3/6 creature. Use only during attack phase.					
Jalum Tome	ART	R	•••	3	AQ,CH,5th,6th
2,◆: Draw a card and then discard a card of your choice.					
Jandor's Ring	ART	R	•	6	AN,R
2,◆: Discard a card you just drew, and draw a card.					
Jandor's Saddlebags	ART	R	•••	2	AN,R,4th,5th
3,◆: Untap target creature.					
Jangling Automaton	AC	C	•	3	WL
If Automaton attacks, untap all of defending player's creatures. 3/2.					
Jayemdae Tome	ART	R	••••	4	L,U,R,4th,5th,6th
4,◆: Draw a card.					
Jester's Cap	ART	R	••••	4	IA,5th
2,◆,Sacrifice: Look through target player's library and remove any three cards from the game.					
Jester's Mask	ART	R	••	5	IA
Comes into play tapped. 1,◆,Sacrifice: Switch opponent's hand with the same number of cards of your choice from his library.					
Jet Medallion	ART	R	••	2	TM
Your black spells cost 1 less to play.					
Jeweled Amulet	ART	U	••	0	IA
1,◆: Place a counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a counter on Amulet. ◆: Remove the counter to add 1 mana of the appropriate type to your mana pool.					
Jeweled Bird	ART	R	••	1	AN,CH
◆,Sacrifice: Send all cards you have up for ante to the graveyard and replace them with the Jeweled Bird. Draw a card.					
Jeweled Torque	ART	U	••	2	MM
As Torque comes into play, choose a color. Whenever a player plays a spell of the chose color, you may pay 2 to gain 2 life.					
Jhoira's Toolbox	AC	U	•••	2	UL
2: Regenerate target artifact creature. 1/1					
Jinxed Idol	ART	R	••	2	TM
During your upkeep, Idol deals 2 damage to you. Sacrifice a creature: Target opponent gains control of Idol permanently.					
Jinxed Ring	ART	R	••	2	SH
Whenever any card is put into your graveyard from play, Ring deals 1 damage to you. Sacrifice a creature: Target opponent gains control of Ring permanently.					
Joven's Tools	ART	R	••	6	HL,5th
4,◆: Target creature can only be blocked by walls until end of turn.					
Juggernaut	AC	U	••••	4	L,U,R
Must attack each turn if possible. Can't be blocked by walls. 5/3.					
Juju Bubble	ART	U	••	1	VS
CU: 1. If you play a card, bury Bubble. 2: Gain 1 life.					
Junk Diver	AC	R	••	3	UD
Flying. When Diver is put into a graveyard from play, return another artifact card from your graveyard to your hand. 1/1.					
Karn, Silver Golem	AC	R	••••	5	UZ
Whenever Karn blocks or becomes blocked, it gets -4/+4 until end of turn. 1: Target noncreature artifact is an artifact creature with power and toughness each equal to its casting cost until end of turn. 4/4.					
Keldon Battlewagon	AC	R	•	5	PY
Trample. Keldon Battlewagon can't block. When Keldon Battlewagon attacks, sacrifice it at end of combat. Tap an untapped creature you control. Keldon Battlewagon gets +X/+0 until end of turn, where X is the tapped creature's power. 0/3.					
Kill Switch	ART	R	•••	3	NE
2,◆: Tap all other artifacts. They don't untap during their controllers' untap steps as long as Kill Switch remains tapped.					
Knowledge Vault	ART	R	•••	4	LG

STUMPERS by Collin Jackson



Q: Can I block with the Hollow Warrior and then have it tap itself to pay its own block cost?

Do Hung Lee, Mount Ashley, Ariz.

A: ***Originally, this trick worked, until the DCI gave the card errata. Now, you are required to choose a creature that isn't attacking or blocking in order to pay the Hollow Warrior's cost.***

MAGIC SET ABREVIATIONS

AI	*Alliances*	**EX**	*Exodus*	**IA**	*Ice Age*	**PR**	Promo
AQ	*Antiquities*	**FE**	*Fallen Empires*	**L**	Limited	**R**	Revised
AN	*Arabian Nights*	**5th**	Fifth Edition	**LG**	*Legends*	**6th**	Sixth Edition
CH	*Chronicles*	**4th**	Fourth Edition	**MG**	*Mirage*	**SH**	*Stronghold*
DK	*The Dark*	**HL**	*Homelands*	**MM**	*Merc. Masques*	**TM**	*Tempest*
						UD	*Urza's Destiny*
						UL	*Urza's Legacy*
						UZ	*Urza's Saga*
						VS	*Visions*
						WL	*Weatherlight*

MAGIC The Gathering® Players Guide

NAME	KIND	CR	PR	COST	SETS
Millstone	ART	R	•••	②	AQ,R,4th,5th,6th
②,◆: Place the top two cards from target player's library into his graveyard.					
Mind Stone	ART	C	••	②	WL
◆: Add ① to your mana pool. ①,◆,Sacrifice: Draw a card.					
Mindless Automaton	AC	R	•••	④	EX
Comes into play with two +1/+1 counters. ①,Discard a card: Put a +1/+1 counter on Automaton. Remove two +1/+1 counters from Automaton: Draw a card. 0/0.					
Mirror Universe	ART	R	•••••	⑥	LG
◆,Sacrifice: Trade life totals with opponent. Use only during your upkeep. Comes into play tapped.					
Miser's Cage	ART	R	•	③	MG
At end of target opponent's upkeep, if that opponent has 5 or more cards in hand, Miser's Cage deals 2 damage to him.					
Mishra's Groundbreaker	ART	U	••	④	AI
◆,Sacrifice: Target land becomes a 3/3 artifact creature.					
Mishra's Helix	ART	R	••	⑤	UZ
⑧,◆: Tap X lands.					
Mishra's War Machine	AC	R	•	⑦	AQ,R,4th
Banding. Discard a card from your hand during upkeep or War Machine becomes tapped and does 3 damage to you. 5/5.					
Mobile Fort	AC	U	•••	④	UZ
Counts as a wall. ◆: Gains +3/-1 until end of turn and can attack this turn as though it were not a Wall. Use once per turn. 0/6.					
Mogg Cannon	ART	U	••	②	TM
◆: Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature.					
Monkey Cage	ART	R	••••	⑤	MM
When a creature comes into play, sacrifice Cage and put into play a number of 2/2 green Ape tokens equal to that creature's converted mana cost.					
Moss Diamond	ART	U	•••	②	MG,06th
Comes into play tapped. ◆: Add 🌳 to your mana pool.					
•Mox Diamond	ART	R	•••••	⓪	SH
When Diamond comes into play, discard a land from your hand or sacrifice Diamond. ◆: Add one mana of any color to your pool.					
•Mox Emerald	ART	R	•••••	⓪	LU
◆: Add 🌳 to your mana pool.					
•Mox Jet	ART	R	•••••	⓪	LU
◆: Add 🌳 to your mana pool.					
•Mox Pearl	ART	R	•••••	⓪	LU
◆: Add ✱ to your mana pool.					
•Mox Ruby	ART	R	•••••	⓪	LU
◆: Add 🌳 to your mana pool.					
•Mox Sapphire	ART	R	•••••	⓪	LU
◆: Add 🌳 to your mana pool.					
Mystic Compass	ART	U	•••	②	AI,6th
①,◆: Target mana-producing land becomes a basic land type of your choice until end of turn.					
Nacre Talisman	ART	U	•	②	IA
③: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.					
Naked Singularity	ART	R	••	⑤	IA
CU: ③. Instead of their normal mana, plains produce 🌳, islands produce 🌳, swamps produce ✱, mountains produce 🌳, and forests produce 🌳.					
Necropolis	AC	U	••	⑤	DK
Counts as a wall. ⓪: Remove a creature in your graveyard from game. Put a +0/+X counter on Necropolis. X is the creature's cost. 0/1.					
Nevinyrral's Disk	ART	R	••••	④	L,U,R,4th,5th
①,◆: Destroy all non-land permanents. Comes into play tapped.					
Noetic Scales	ART	R	•••	③	UZ
During each player's upkeep, return to owner's hand each creature he controls with power greater than the number of cards in his hand.					
North Star	ART	R	•	④	LG
◆,◆: You may cast one spell this turn using mana of any color.					
Nova Pentacle	ART	R	•••	④	LG
③,◆: Redirect all damage done to you by one source to target creature of opponent's choice. "No va" means "no go" in Spanish.					
Null Brooch	ART	R	•••	④	EX
②,◆: Discard your hand: Counter target noncreature spell.					
Null Rod	ART	R	••	②	WL
Players cannot play artifact abilities requiring an activation cost.					
Obelisk of Undoing	ART	R	••	①	AQ, CH,5th
⑥,◆: Return target permanent you control to its owner's hand.					
Obsianus Golem	AC	U	••	⑥	L,U,R,4th,6th
4/6. We like to call him Larry.					
Onulet	AC	U	••	③	AQ,R,4th
If Onulet goes to the graveyard from play, you gain 2 life. 2/2.					
Onyx Talisman	ART	U	•	②	IA
③: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.					
Ornithopter	AC	U	••	⓪	AQ,R,4th,5th,6th
Flying. 0/2. Despite what Tom Slizewski thinks, this card sucks.					
Panacea	ART	U	•••	④	MM
⑧,◆: Prevent the next X damage that would be dealt to target creature or player this turn.					
Parallax Inhibitor	ART	R	••	②	NE
①,◆: Sacrifice Parallax Inhibitor: Put a fade counter on each permanent you control with fade counters on it.					
Patagia Golem	AC	U	••	④	MG,6th
③: Flying until end of turn. 2/3.					
Patchwork Gnomes	AC	U	••	③	TM
Choose and discard a card: Regenerate Patchwork Gnomes. 2/1.					
Paupers' Cage	ART	R	••	③	MG
At the end of target opponent's upkeep, if that player has two or fewer cards in hand, Paupers' Cage deals 2 damage to him.					
Pearl Medallion	ART	R	••	②	TM
Your white spells cost ① less to play.					
Pentagram of the Ages	ART	R	•••	④	IA,5th,6th
④,◆: Prevent all damage done to you from one source.					
Phyrexian Colossus	AC	R	•••	⑦	UZ
Does not untap during your untap step. Pay 8 life: Untap Colossus. Cannot be blocked by fewer than three creatures. 8/8.					
Phyrexian Devourer	AC	R	•	⑥	AI
If Devourer's power is seven or greater, bury it. 0: Remove the top card of your library from the game to put a +X/+X counter on Devourer, where X is equal to that card's casting cost. 1/1.					
Phyrexian Dreadnought	AC	R	••	⑨	MG
Trample. In order to cast Dreadnought you must first sacrifice any number of creatures with total power 12 or more. 12/12.					

NAME	KIND	CR	PR	COST	SETS
Phyrexian Furnace	ART	U	••	①	WL
◆: Remove the bottom card of target player's graveyard from game. ①,Sacrifice: Remove a card in any graveyard from the game and draw a card.					
Phyrexian Grimoire	ART	R	•••	③	TM
④,◆: Target opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other into your hand.					
Phyrexian Hulk	AC	U	••	⑥	TM
5/4.					
Phyrexian Marauder	AC	R	••	⑧	VS
Comes into play with X +1/+1 counters on it. Marauder cannot block. Marauder cannot attack unless you pay ① for each counter on it. 0/0.					
Phyrexian Partal	ART	R	••	③	AI
③: Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from game. Take one card from the remaining pile and put it into your hand. Shuffle the remaining cards into your library.					
Phyrexian Processor	ART	R	•••	④	UZ
When Processor comes into play, pay any amount of life. ④,◆: Put a Minion token into play. Treat as a black creature with power and toughness each equal to the original paid life total.					
Phyrexian Splicer	ART	U	•••	②	TM
②,◆: Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.					
Phyrexian Vault	ART	U	•••	③	MG,6th
②,◆,Sacrifice a creature: Draw a card.					
Phyrexian Walker	AC	C	•	⓪	VS
0/3. Guphe! Even worse than the Ornithopter!					
Phyrexian War Beast	AC	C	•••	③	AI
If Beast leaves play, sacrifice a land and take 1 damage. 3/4.					
Pit Trap	ART	U	•••	②	AQ,UZ
②,◆,Sacrifice: Bury target attacking creature without flying.					
Planar Gate	ART	R	••	⑥	LG
Pay ② less when casting a summon spell.					
Portcullis	ART	R	•••	④	SH
When a creature comes into play, if there are two other creatures in play, set that creature aside. If Portcullis leaves play, put creature into play under owner's control.					
Powder Keg	ART	R	•••	②	UD
At the beginning of your upkeep, you may put a counter on Keg. ◆,Sacrifice: Destroy each artifact and creature with converted mana cost equal to the number of counters on Keg.					
Power Matrix	ART	R	••••	④	MM
◆: Target creature gains +1/+1 and flying, first strike, and trample until end of turn.					
Predator, Flagship	ART	R	••••	⑤	NE
Legendary. ②: Target creature gains flying until end of turn. ⑤,◆: Destroy target creature with flying.					
Primal Clay	AC	R	•••	④	AQ,R,4th,5th,6th
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.					
Puffer Extract	ART	U	•••	⑤	MM
⑧,◆: Target creature you control gains +X/+X until end of turn. Destroy it at end of turn.					
Puppet Strings	ART	U	••••	③	TM
②,◆: Tap or untap target creature.					
Purging Scythe	ART	R	••	⑤	UZ
During your upkeep, Scythe deals 2 damage to the creature with the lowest toughness. You choose which one if there is a tie.					
Pyramids	ART	R	••	⑥	AN
②: Prevent a land from being destroyed. ②: Remove an enchantment from a land.					
Quicksilver Amulet	ART	R	•••	④	UL
④,◆: Choose a creature card in your hand and put that creature into play.					
Rack, The	ART	U	•••	①	AQ,R,4th
Do 1 damage for each card under 3 opponent has during upkeep.					
Rackling	ART	U	•••	④	NE
At the beginning of opponent's upkeep, Rackling deals 1 damage to that player for each card in his hand fewer than three. 2/2.					
Rakalite	ART	R	•	⑥	AQ, CH
②: Prevent 1 damage to any target. Rakalite returns to owner's hand at end of turn.					
Razor Pendulum	ART	R	••	④	MG
If any player has 5 or less life at the end of his turn, Razor Pendulum deals 2 damage to him.					
Red Mana Battery	ART	R	•••	④	LG,4th
②,◆: Put a counter on Battery. ◆: Add 🌳 to your mana pool and add an additional 🌳 for each counter you remove.					
Reflecting Mirror	ART	U	••	④	DK
⑧,◆: Redirect spell targeting you to player of your choice. X is equal to the casting cost of target spell.					
Rejuvenation Chamber	ART	U	••	③	NE
Fading: 2. ◆: Gain 2 life.					
Relic Barrier	ART	U	•••	②	LG
◆: Tap target artifact.					
Ring of Ma'rrook	ART	R	••••	③	UL
Echo. ◆: Tap target artifact, creature or land.					
Ring of Immortals	ART	R	••	⑤	LG
③,◆: Counter target interrupt or enchantment targeting a permanent you control.					
Ring of Ma'ruf	ART	R	••	⑤	AN
⑤,◆,Sacrifice: Instead of drawing a card, draw a card you own from outside the game.					
Ring of Renewal	ART	R	••	⑤	FE
⑤,◆,Randomly discard a card from your hand: Draw 2 cards.					
Rishadan Pawnshop	ART	R	••	②	MM
②,◆: Shuffle target card you control into its owner's library.					
Rocket Launcher	ART	U	••	④	AQ,R
②: Do 1 damage to any target. If used, Launcher is destroyed at end of turn. Cannot be used the turn it comes into play.					
Rod of Ruin	ART	U	•••	④	L,U,R,4th,5th,6th
③,◆: Do 1 damage to any target.					
Roterothopter	AC	C	••	①	HL
Flying. ②: +1/+0 until the end of turn. You cannot spend more than ④ this way each turn. 0/2.					
Ruby Medallion	ART	R	••	②	TM
Your red spells cost ① less to play.					
Runed Arch	ART	R	••	③	IA
Comes into play tapped. ⑧,◆,Sacrifice: X creatures with power no greater than 2 are unblockable this turn.					
Runesword	ART	C	••	⑥	DK, CH
③,◆: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature is removed from game if it dies this turn. Destroy Runesword if target leaves play.					
Rusting Golem	AC	U	••	④	NE
Fading: 5. Rusting Golem's power and toughness are each equal to the number of fade counters on it. "/".					
Sand Golem	AC	U	•••	⑤	MG
If a spell or effect controlled by an opponent causes you to discard Sand Golem, put Sand Golem from your graveyard into play at end of turn with a +1/+1 counter on it. 3/3.					

NAME	KIND	CR	PR	COST	SETS
Sandals of Abdallah	ART	R	••	④	AN
②,◆: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals.					
Sands of Time	ART	R	•••	④	VS
Each player skips his untap step. At the beginning of each player's turn, he untaps each of his tapped artifacts, creatures and lands and taps each of his untapped artifacts, creatures and lands. Sands of Time doesn't affect itself.					
Sapphire Medallion	ART	R	•••	②	TM
Your blue spells costs ① less to play.					
Scalding Tongs	ART	R	••	②	TM
During your upkeep, if you have three or fewer cards in your hand, Scalding Tongs deals 1 damage to target opponent.					
Scarab of the Unseen	ART	U	•	②	AI
◆,Sacrifice: Return all enchantments on target permanent you own to their owner's hand. Cantrip.					
Scarecrow	AC	U	••	⑤	DK
⑥,◆: Prevent all damage to you from flying creatures this turn. 2/2.					
Crapheap	ART	R	•	③	UL
Whenever an artifact or enchantment is put into your graveyard from play, gain 1 life.					
Scroll Rack	ART	R	••••	②	TM
①,◆: Choose any number of cards in your hand and set those cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.					
Scrying Glass	ART	R	•••	②	UD
③,◆: Choose a number greater than 0 and a color. Target opponent reveals his hand. If that opponent reveals exactly the chosen number of cards of the chosen color, you draw a card.					
Sentinel	AC	R	•••	④	LG,CH
0: Change Sentinel's toughness to the toughness of target creature blocking or blocked by it. 1/*.					
Serpent Generator	ART	R	•••	⑥	LG, CH,5th
④,◆: Put a Snake token, a 1/1 artifact creature, into play. If a Snake damages opponent, opponent gets 1 poison counter.					
Serrated Arrows	ART	C	••••	④	HL
Put three arrow counters on Arrows when it comes into play. ◆: Remove one counter: Put a -1/-1 counter on target creature.					

NAME	KIND	CR	PR	COST	SETS
Soldevi Golem	AC	R	••	④	IA
Does not untap during your untap step. ⓪: During your upkeep, untap one of opponent's creatures to untap Soldevi Golem. 5/3.					
Soldevi Sentry	AC	C	••	①	AI
①: Regenerate. Target opponent may draw a card. 1/1.					
Soldevi Simulacrum	AC	U	•••	④	IA
CU: ①. ①: +1/+0 until end of turn. 2/4.					
Soldevi Steam Beast	AC	C	•	⑤	AI
Whenever Soldevi Steam Beast becomes tapped, target opponent gains two life. ②: Regenerate. 4/2.					
Soul Net	ART	U	••	①	L,U,R,4th,5th,6th
①: Gain 1 life when a creature is placed in the graveyard.					
Spellbook	ART	U	•	④	EX
Skip your discard phase.					
Sphere of Resistance	ART	R	••	②	EX
All spells cost an additional ① to play.					
Spirit Shield	ART	R	••	③	FE
②,◆: Target creature gains +0/+2 as long as Shield remains tapped. You may leave Shield tapped.					
Squee's Toy	ART	C	••	①	TM
◆: Prevent 1 damage to any creature. Get it? Squeeze Toy? Ugh.					
Staff of the Ages	ART	R	•	③	IA
Creatures with landwalk ability may be blocked as normal.					
Staff of Zegon	ART	C	••	④	AQ
③,◆: Target creature gets -2/-0 until end of turn.					
Standing Stones	ART	U	•	③	DK
①,◆: Pay 1 life to add 1 mana of any color to your pool.					
Static Orb	ART	R	•••	③	TM
Players can only untap two permanents during their untap step.					
Steel Golem	AC	U	••	③	WL
You cannot play summon or artifact creature spells. 3/4.					
Stone Calendar	ART	R	••	⑤	DK
Your spells cost ① less. Casting costs cannot go below 0.					
Storage Matrix	ART	R	•••	3	UD
As long as Matrix is untapped, instead of each player untapping the permanents he controls during his untap step, that player chooses artifacts, creatures, or lands and untaps all his permanents of the chosen type.					
Storm Cauldron	ART	R	••	⑤	AI,6th
During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return it to its owner's hand.					
Straw Golem	AC	U	••	①	WL
If any opponent successfully casts a summon or artifact creature spell, huff and puff and blow (bury) Straw Golem down. 2/3.					
Su-Chi	AC	U	••	④	AQ
When Su-Chi goes to the graveyard, add ④ to your pool. 4/4.					
Sunglasses of Urza	ART	U	••	②	L,U,R,4th
White mana in your pool can be used as white or red mana.					
Sunstone	ART	U	••	③	IA
②,Sacrifice a snow-covered land: All creatures deal 0 damage to this turn.					
Sword of the Ages	ART	R	••••	⑥	LG
Comes into play tapped. ◆: Remove Sword and any number of creatures you control from the game: Deal damage to one target equal to the sacrificed creatures' combined power.					
Sword of the Chosen	ART	R	•	②	SH
◆: Target legend gets +2/+2 until end of turn.					
Tablet of Epityr	ART	C	•	①	AQ
①: Gain 1 life when an artifact is placed in the graveyard.					
Tangle Wire	ART	R	••	③	NE
Fading: 4. At the beginning of each player's upkeep, that player taps a permanent he controls for each fade counter on Wire.					
Tawnos's Coffin	ART	R	•••	④	AQ
③,◆: Target creature is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or leaves play, creature returns to play tapped. You may choose not to untap Coffin.					
Tawnos's Wand	ART	U	•••	④	AQ,4th
②,◆: Target creature with power no greater than 2 may not be blocked until end of turn.					
Tawnos's Weaponry	ART	U	•••	②	AQ,4th,5th
②,◆: Target creature gets +1/+1 as long as Weaponry remains tapped. You may choose not to untap Weaponry.					
Teeka's Dragon	AC	R	•••	⑤	MG
Flying, trample, rampage 4. Counts as a Dragon. 5/5.					
Teferi's Puzzle Box	ART	R	•••	④	VS,6th
During each player's draw step, that player counts the cards in his hand, puts those cards on the bottom of his library, and a then draws that number of cards.					
Telethopter	AC	U	••	④	TM
Tap a creature you control: Telethopter gains flying until end of turn. 3/1.					
Telim'Tor's Darts	ART	U	••	②	MG

KILLER COMBOS

by Collin Jackson





ANKH OF MISHRA AND PARALLAX TIDE: Once Ankh Of Mishra is in play, use Parallax Tide to remove five of your opponent's lands. When the Tide fades away, your opponent will take massive damage.

MAGIC FACT The *Mirage* and *Classic Edition* card Ancestral Memories takes its name from the playtest version of Ancestral Recall.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

- Banned in all formats
- Banned in Extended
- Banned in Type II
- Restricted in Type I
- Banned in *Mirage* Block
- Banned in *Ice Age* Block
- Banned in *Tempest* Block
- Banned in *Urza* Block

NAME	KIND	CR	PR	COST	SETS
②,◆: Deals 1 damage to target player.					
Temporal Aperture	ART	R	••	②	UZ
⑤,◆: Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its cost.					
Tetravus	AC	R	•••	⑥	AQ,4th
Flying. Gains three +1/+1 counters when cast. ①: Move a counter on or off Tetravus. The counters are 1/1 flying artifact creatures that cannot be enchanted. Use only during upkeep. 1/1.					
Thopter Squadron	AC	R	•••	⑤	EX
Flying. Comes into play with 3 +1/+1 counters. ①: Remove a counter. Put a 1/1 flying artifact creature Thopter token into play. Play as a sorcery. ①: Sacrifice a Thopter: Put a +1/+1 counter on Squadron. Play as a sorcery. 0/0.					
Thran Dynamo	ART	U	••	④	UD
◆: Add ③ to your mana pool.					
Thran Forge	ART	U	•••	③	WL
②: Until end of turn, target nonartifact creature gets +1/+0 and is an artifact creature.					
Thran Foundry	ART	U	••	1	UD
①,◆:Remove from game: Target player shuffles his graveyard into his library.					
Thran Golem	AC	R	•••	⑤	UD
As long as Thran Golem is enchanted, it gets +2/+2 and gains flying, first strike, and trample. 3/3.					
Thran Lens	ART	R	••	②	UL
All permanents are colorless.					
Thran Tome	ART	R	••	④	WL
⑤,◆: Reveal the top 3 cards of your library to target opponent. Bury one of those cards of opponent's choice. Draw the rest.					
Thran Turbine	ART	U	••	①	UZ
During your upkeep, you may add up to two colodess mana to your mana pool. This mana cannot be spent to play spells.					
Thran War Machine	AC	U	•••	④	UL
Echo. Thran War Machine attacks each turn if able. 4/5.					
Thran Weaponry	ART	R	••	④	UL
Echo. You may choose not to untap Weaponry. ②,◆: All creatures get +2/+2 as long as Weaponry remains tapped.					
Throne of Bone	ART	U	••	①	L,U,R,4th,5th,6th
①: Gain 1 life when a black spell is cast. Use once per spell.					
Thumbscrews	ART	R	••	②	TM
During your upkeep, if you have five or more cards in your hand, Thumbscrews deals 1 damage to target opponent.					
Ticking Gnomes	AC	U	•••	③	UL
Echo. Sacrifice: Deal 1 damage to target creature or player. 3/3.					
Time Bomb	ART	R	•••	④	IA,5th
Put a counter on Bomb during your upkeep. ①,◆,Sacrifice: Do X damage to each creature and player where X is the number of counters on Time Bomb.					
Time Vault	ART	R	•••	②	L,U
◆: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.					
Tin-Wing Chimera	AC	U	•••	④	VS
Flying. Sacrifice Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying. 2/2.					
Tooth of Ramos	ART	R	•••	③	MM
◆: Add ✱ to your pool. Sacrifice: Add ✱ to your pool.					
Tormod's Crypt	ART	C	••	①	DK, CH
◆,Sacrifice: Remove all cards in target player's graveyard from the game.					
Torture Chamber	ART	R	•••	③	TM
During your upkeep, put a counter on Chamber. At end of your turn, Chamber deals 1 damage to you for each counter on it. ①,◆: Remove all counters from Chamber. Chamber deals 1 damage for each counter on it to target creature.					
Touchstone	ART	U	•	②	WL
◆: Tap target artifact you do not control.					
Tower of Coireall	ART	U	••	②	DK
◆: Make target creature unblockable by walls until end of turn.					
Toymaker	ART	U	••	②	MM
①,◆:Discard a card from your hand: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn.					
Transmogrifying Licid	AC	U	•••	③	EX
Counts as a Licid. ①,◆: Licid becomes a creature enchantment that reads "Enchanted creature gets +1/+1 and counts as an artifact." You may pay ① to end this effect. 2/2.					
Triangle of War	ART	R	•••	①	VS
②,Sacrifice: Choose a creature you control and a creature an opponent controls. Each creature deals damage equal to its power to the other.					
Triassic Egg	ART	R	•••	④	LG, CH
③,◆: Put a counter on Egg. ①: If there are two counters on Egg, you may sacrifice it to put a creature in your hand or graveyard directly into play.					
Triskelion	AC	R	•••	⑥	AQ,4th
Put three +1/+1 counters on Triskelion when it comes into play. Remove a counter to do 1 damage to any target. 1/1.					
Umbilicus	ART	R	••	④	UZ
During each player's upkeep, that player pays 2 life or returns a permanent he controls to owner's hand.					
Unerring Sling	SC	U	••	③	MG
③,◆:Tap an untapped creature you control: Sling deals the creature's power in damage to target attacking or blocking creature with flying.					
Urza's Armor	ART	U	•••	⑥	UZ
Whenever a source deals damage to you, that damage is reduced by 1.					
Urza's Avenger	AC	R	•••	⑥	AQ,4th,5th
①: Avenger gets -1/-1 and gains either flying, banding, first strike or trample until end of turn. 4/4.					
Urza's Bauble	ART	U	••	①	IA,5th
◆,Sacrifice: Look at a random card from opponent's hand. Cantrip.					
Urza's Blueprints	ART	R	•••	⑥	UL
Echo. ◆: Draw a card.					
Urza's Chalice	ART	C	••	①	AQ
①: Gain 1 life for any artifact cast. Gain only 1 life per artifact.					
Urza's Engine	AC	R	••	⑤	AI
Trample. ③: Banding until end of turn. ③: All creatures banded with Urza's Engine gain trample until end of turn. 1/5.					
Urza's Incubator	ART	R	••	③	UD
When Urza's Incubator comes into play, choose a creature type. Creature spells of the chosen type cost ② less to play.					
Urza's Miter	ART	R	•	③	AQ
③: Draw a card when one of your artifacts goes to the graveyard.					
Ventifact Bottle	ART	R	••	③	MG
①,✱,◆: Put X counters on Bottle. Play as a sorcery. At the beginning of your main phase, if Bottle has any counters, tap Bottle and remove all counters from it to add that much mana to your pool.					
Vexing Arcanix	ART	R	••••	④	IA
③,◆: Target player names a card and turns over the top card of his library. If the player's guess matches the card, it is placed in his hand. Otherwise, it is put in the graveyard and that player takes 2 damage.					
Vibrating Sphere	ART	R	••	④	IA
During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.					
Viceling	AC	U	•••	④	NE
At the beginning of opponent's upkeep, Viceling deals damage to that player equal to the number of cards in his hand minus 4. 2/2.					

NAME	KIND	CR	PR	COST	SETS
Voirath's Laboratory	ART	R	••	⑤	SH
Choose a color and a creature type. ⑤,◆: Put a token creature into play. Treat this token as a 2/2 creature of the chosen color and creature type.					
• **Voltaic Key**	ART	U	•••	①	UZ
①,◆: Untap target artifact.					
Voodoo Doll	ART	R	••	⑥	LG, CH
Put a counter on Doll during upkeep. If Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. ✱,✱,◆: Do X damage to one target.					
Walking Wall	AC	U	•••	④	IA
Counts as wall. ③: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6.					
Wall of Junk	AC	U	•••	②	UZ
When Wall blocks, return it to owner's hand at end of combat. 0/7.					
Wall of Shields	AC	U	••	③	IA
Counts as wall. Banding. 0/4.					
Wall of Spears	AC	C	••	③	AQ,4th,5th
First strike, counts as a wall. 2/3.					
Wand of Denial	ART	R	••••	②	VS,6th
◆: Look at the top card of target player's library. If that card is a nonland, you may pay 2 life to put it into that player's graveyard.					
Wand of Ith	ART	U	••	③	DK
③,◆: Look at a card at random from a player's hand. He must discard it or pay life equal to its casting cost (1 for a land). Use only during your turn.					
War Barge	ART	U	••	④	DK
③: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.					
War Chariot	ART	U	••	③	IA
③,◆: Give target creature trample until end of turn.					
Watchdog	AC	U	••	③	TM
Blocks if able. If Watchdog is untapped, all creatures attacking you get -1/-0. 1/2.					
Weakstone	ART	U	••	④	AQ
All attacking creatures get -1/-0.					
Well of Discovery	ART	R	•••	⑥	PY
At the end of your turn, if you control no untapped lands, draw a card.					
Well of Knowledge	ART	R	•••	③	WL
Any player may pay ② during his draw phase to draw a card. Players may use this ability as many times as they choose.					
Well of Life	ART	U	•••	④	PY
At the end of your turn, if you control no untapped lands, you gain 2 life.					
Whalebone Glider	ART	U	••	②	IA
②,◆: Give one of your creatures with power 3 or less flying until end of turn.					
Wheel of Torture	ART	R	••	③	UL
During each of your opponent's upkeeps, Wheel deals 1 damage to that player for each card fewer than three in his hand.					
Whetstone	ART	R	••	③	UZ
③: Each player puts the top 2 cards of his library into his graveyard.					
Whirling Catapult	ART	R	••	④	AI
②: Remove the top two cards of your library from the game to have Catapult deal one damage to each flying creature and each player.					
White Mana Battery	ART	R	•••	④	LG,4th
②,◆: Put a counter on White Mana Battery. ◆: Add ✱ to your pool and add an additional ✱ for each counter you remove.					
Winter Orb	ART	R	••••	②	L,U,R,4th,5th
Each player may only untap one land during his untap step.					
Wirecat	AC	U	••	④	UZ
Wirecat cannot attack or block if an enchantment is in play. 4/3.					
Wooden Sphere	ART	U	••	①	L,U,R,4th,5th,6th
①: Gain 1 life when any green spell is cast. Use once per spell.					
Workhorse	AC	R	•••	⑥	EX
Comes into play with four +1/+1 counters. Remove a counter: Add one colorless mana to your mana pool. 0/0.					
Worn Powerstone	ART	U	•	③	UZ
Comes into play tapped. ◆: Add ② to your pool.					
Worry Beads	ART	R	••	③	MM
At the beginning of each player's upkeep, that player puts the top card of his library into his graveyard.					
Xanthic Statue	ART	R	••	⑧	WL
⑤: Until end of turn, Statue is an 8/8 trampling artifact creature.					
Yotian Soldier	AC	C	•••	①	AQ,4th
Yotian Soldier does not tap when attacking. 1/4.					

STUMPERS



Q: Will Chimeric Idol prevent my Thran Quarry from going away at end of turn?

Reed Alrymple, San Diego, Calif.

A: ***Yes. The Chimeric Idol effect lasts "until end of turn," while the Thran Quarry has an "at end of turn effects." Because "until end of turn" effects wear off only after "at end of turn" effects have been processed, the Thran Quarry sees the Idol as a creature and doesn't get sacrificed.***

NAME	KIND	CR	PR	COST	SETS
Zelyon Sword	ART	R	••	③	FE
③,◆: Target creature gains +2/+0 as long as Sword is tapped. You may leave Sword tapped during your untap step.					
•**Zuran Orb**	ART	U	•••••	⓪	IA
⓪,Sacrifice a land: Gain 2 life.					

BLACK

NAME	KIND	CR	PR	COST	SETS
Abandon Hope	SOR	U	••	✱①◆	TM
Choose and discard X cards: Look at target opponent's hand and choose X of those cards. That player discards the chosen cards.					
Abomination	SC	U	•••	③◆◆	LG,4th
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.					
Abyss, The	EW	R	••••	③◆	LG
Each player must bury a non-artifact creature he controls during his upkeep.					
Abyssal Gatekeeper	SC	C	••	①◆	WL
If Abyssal Gatekeeper is put into any graveyard from play, each player chooses and buries a creature he or she controls. 1/1.					
Abyssal Horror	SC	R	••	④◆◆	UZ
Flying. When Horror comes into play, target player discards two cards. 2/2.					
Abyssal Hunter	SC	R	•••	③◆	, MG,6th
◆,◆: Tap target creature. Hunter deals to that creature an amount of damage equal to Abyssal Hunter's power. 1/1.					
Abyssal Specter	SC	U	•••	②◆◆	IA,5th,6th
Flying. Opponent damaged by Specter must discard a card. 2/3.					
Agent of Shauku	SC	C	••	①◆◆	PY
①◆, Sacrifice a land: Target creature gets +2/+0 until end of turn. 1/1.					
Agonizing Memories	SOR	U	••	②◆◆	WL,6th
Look at target player's hand. Choose two of those cards and put them on top of his library in any order.					
Aku Djinn	SC	R	••	③◆◆	VS
Trample. During your upkeep, each opponent puts a +1/+1 counter on each creature he or she controls. 5/6.					
All Hallow's Eve	EN	R	•••	②◆◆	LG
Put 2 counters on Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play.					
Alley Grifters	SC	C	•••	①◆◆	MM
Whenever Grifters becomes blocked, defending player discards a card from his hand. 2/2.					
Animate Dead	EN	U	•••	①◆	L,U,R,4th,5th
Bring a creature from any graveyard into play on your side with -1 power. If Animate Dead leaves play, the creature is buried.					
Apprentice Necromancer	SC	R	••	①◆	UD
◆,◆,Sacrifice: Return target creature card from your graveyard to play. It gains haste. At end of turn, sacrifice it. 1/1.					
Armor Thrull	SC	C	•••	③◆◆	FE
◆,Sacrifice: Put a +1/+2 counter on target creature. 1/3.					
Artifact Possession	EA	C	••	②◆◆	AQ
Do 2 damage to artifact's controller whenever it is used.					
Ascendant Evincar	SL	R	••••	④◆◆	NE
Flying. Other black creatures get +1/+1. Nonblack creatures get -1/-1. 3/3.					
Ashen Ghoul	SC	U	•••	③◆	IA
Haste. ◆: Return Ghoul to play under your control if there are at least three creatures above it. 3/1.					
Ashen Powder	SOR	R	•••	②◆◆	MG,6th
Take control of a creature from an opponent's graveyard.					
Ashes to Ashes	SOR	U	••	①◆◆	DK,4th,5th
Remove two non-artifact creatures from the game and take 5 damage.					
Attrition	EN	R	••••	①◆◆	UD
◆,Sacrifice a creature: Destroy target nonblack creature.					
Avatar of Woe	SC	R	••••	⑥◆◆	PY
If there are 10 or more creature cards total in all graveyards, Avatar of Woe costs ⑥ less to play. Avatar of Woe can't be blocked except by artifact creatures and/or black creatures. ◆: Destroy target creature. It can't be regenerated. 6/5.					
Bad Moon	EN	R	•••	①◆	L,U,R,4th,5th
All black creatures in play get +1/+1.					
Balduvian Dead	SC	U	••	③◆	AI
◆◆: Remove a creature in your graveyard from the game to put into play a 3/1 black and red creature with haste. Bury token at end of turn. 2/3.					
Banshee	SC	U	••	②◆◆	DK, CH
✱,◆: Banshee does X damage, half to you (round up) and half to graveyard on turn where Baron damaged it. ◆: Regenerate target Vampire. 5/5.					
Barbed-Back Wurm	SC	U	••	④◆	MG
◆: Target green creature blocking Wurm gets -1/-1 until end of turn. 4/3.					
Baron Sengir	SL	R	•••	⑤◆◆◆	HL
Flying. Gets a +2/+2 counters for each creature sent to graveyard on turn where Baron damaged it. ◆: Regenerate target Vampire. 5/5.					
Barrow Ghoul	SC	C	••	①◆	WL
During your upkeep, remove the top creature card in your graveyard from the game or bury Barrow Ghoul. 4/4.					
Basal Thrull	SC	C	••	②◆◆	FE
◆,Sacrifice: Add ◆◆ to your mana pool. 1/2.					
Battlefield Percher	SC	U	••	③◆◆	NE
Flying. Battlefield Percher may block only creatures with flying. ①◆: Battlefield Percher gets +1/+1 until end of turn. 2/2.					

NAME	KIND	CR	PR	COST	SETS
Befoul	SOR	C	•••	②◆◆	UZ
Bury target land or nonblack creature.					
Belbe's Percher	SC	C	••	②◆	NE
Flying. Belbe's Percher may block only creatures with flying. 2/2.					
Bellowing Fiend	SC	R	••	④◆	TM
Flying. Whenever Fiend damages any creature, Fiend deals 3 damage to that creature's controller and 3 damage to you. 3/3.					
Bereavement	EN	U	••	①◆	UZ
Whenever a green creature is put into a graveyard from play, its controller chooses and discards a card.					
Binding Agony	EC	C	••	①◆	MG
For each 1 damage dealt to enchanted creature, Binding Agony deals 1 damage to that creature's controller.					
Black Carriage	SC	R	•	③◆◆	HL
Trample. Doesn't untap as normal. Sacrifice a creature: Untap Carriage. Do this only during your upkeep. 4/4.					
Black Knight	SC	U	••••	◆◆	L,U,R,4th,5th
Protection from white, first strike. 2/2.					
Black Market	EN	R	••	③◆◆	MM
Whenever a creature is put into a graveyard from play, put a counter on Market. At the beginning of your precombat main phase, add ◆ to your pool for each counter on Black Market.					
Blanket of Night	EN	U	••	①◆◆	VS
Each mana-producing land is a swamp in addition to its normal type.					
Blight	EL	U	••	◆◆	LG,4th,5th,6th
If target land is tapped, destroy it at end of turn.					
Blighted Shaman	SC	U	••	①◆	MG,6th
◆,Sacrifice a creature: Target creature gains +2/+2 until end of turn. ◆,Sacrifice a swamp: Target creature gains +1/+1 until end of turn. 1/1.					
Blood Pet	SC	C	••	◆	TM,6th
Sacrifice Blood Pet: Add ◆ to your mana pool. 1/1.					
Blood Vassal	SC	C	••	②◆	UZ
Sacrifice Vassal: Add ◆◆ to your mana pool. 2/2.					
Body Snatcher	SC	R	•••	②◆◆	UD
When Body Snatcher comes into play, you may choose and discard a creature card from your hand. If you don't, remove Body Snatcher from the game. When Body Snatcher is put into a graveyard from play, remove Body Snatcher from the game and return target creature card from your graveyard to play. 2/2.					
Bog Elemental	SC	R	••	③◆◆	PY
Protection from white. At the beginning of your upkeep, sacrifice Bog Elemental unless you sacrifice a land. 5/4.					
Bog Glider	SC	C	••	②◆	PY
Flying. ◆, Sacrifice a land: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library. 1/1.					
Bog Imp	SC	C	••	①◆	DK,4th,5th,6th
Flying. 1/1. You won't find clever quips like this in *Top Decks*.					
Bog Raiders	SC	C	•••	②◆	UZ
Swampwalk. 2/2.					
Bog Rats	SC	C	••	◆	DK,CH,5th,6th
Cannot be blocked by walls. 1/1.					
Bog Smugglers	SC	C	••	①◆◆	MM
Swampwalk. 2/2.					
Bog Witch	SC	C	•••	②◆	MM
◆,◆,Discard a card: Add ◆◆◆ to your hand. 1/1.					
Bog Wraith	SC	U	•••	③◆	Basic
Swampwalk. 3/3. Quip is one of 11 four-letter Q-words.					
Bone Dancer	SC	R	•••	①◆◆	WL
①: Put the top creature of defender's graveyard into play under your control. Use only if Dancer is unblocked and only once each turn. 2/2.					
Bone Harvest	INS	C	••••	②◆	MG
Put any number of creatures from your graveyard on top of your library. Cantrip.					
Bone Shredder	SC	U	••••	②◆	UL
Flying; echo. When Shredder comes into play, destroy target nonartifact, nonblack creature. 1/1.					
Bottomless Pit	EN	U	•••	①◆◆	SH
During each player's upkeep, that player discards a card at random.					
Bounty Hunter	SC	R	•••	②◆◆	TM
◆: Put a bounty counter on target nonblack creature. ◆: Destroy target creature with any bounty counters on it. 2/2.					
Breach	INS	C	••	②◆	UZ
Target creature gets +2/+0 until end of turn. It cannot be blocked except by artifact creatures and black creatures this turn.					
Breathsteeler	SC	C	••	②◆	MG
◆: +1/-1 until end of turn. 2/2.					
Breeding Pit	EN	U	•••	③◆	FE,5th
Put a 0/1 Thrull token in play at the end of each of your turns. Pay ◆◆ during upkeep or bury Breeding Pit.					
Brine Shaman	SC	C	••	①◆	IA
◆,Sacrifice a creature: Target creature gains +2/+2 until end of turn. ①◆◆,Sacrifice a creature: Counter target summon spell. 1/1.					
Brink of Madness	EN	R	•••	②◆◆	UL
During your upkeep, if you have no cards in hand, sacrifice Brink of Madness and target opponent discards his hand.					
Broken Visage	INS	R	••	◆	HL,5th
Bury target non-artifact attacking creature and put into play a black creature with power and toughness equal to target creature. Bury token at end of turn.					
Brood of Cockroaches	SC	U	•••	①◆	VS
If Brood is put into your graveyard from play, pay 1 life and return Brood to your hand at end of turn. 1/1.					
Brush with Death	SOR	C	•••	②◆	SH
Buyback ②◆◆. Target opponent loses 2 life. You gain 2 life.					
Bubbling Muck	SOR	C	••	◆	UD
Until end of turn, whenever a player taps a swamp for mana, it produces an additional ◆.					
Buried Alive	SOR	U	••	②◆	WL
Search your library for up to three creature cards and put them into your graveyard.					
Burnt Offering	INS	C	••	◆	IA
Sacrifice a creature: Add to your mana pool any combination of black and red mana equal to that creature's casting cost.					
Cackling Fiend	SC	C	•••	②◆◆	UZ
When Fiend comes into play, each of your opponents discards a card. 2/1.					
Cackling Witch	SC	U	•••	①◆	MM
✱,◆,◆:Discard a card: Target creature gains +X/+0 until end of turn. 1/1.					
Cadaverous Knight	SC	C	••••	②◆	MG
Flanking. ①◆◆: Regenerate. 2/2.					
Cannibalize	SOR	C	••	①◆	SH
Choose two target creatures controlled by any one player. Remove one of those creatures from the game and put two +1/+1 counters on the other.					
Carnival of Souls	EN	R	•	①◆	UD
When a creature comes into play, you lose 1 life and add ◆ to your mana pool.					
Carnophage	SC	C	•••	◆	EX
During your upkeep, pay 1 life or tap Carnophage. 2/2.					
Carrion	INS	R	•••	①◆◆	MG
Sacrifice a creature: Put into play a number of 0/1 black Maggot tokens equal to the sacrificed creature's power.					
Carrion Ants	SC	U	•••	②◆◆	LG,4th,5th
①: +1/+1 until end of turn. 0/1.					
Carrion Beetles	SC	C	••	◆	UZ
◆◆,◆: Remove from the game up to three cards in one graveyard. 1/1.					
Carrion Wall	SC	U	••	①◆◆	NE
①◆: Regenerate Carrion Wall. 3/2.					
Carrionette	SC	R	••	①◆	TM
②◆◆: Remove Carrionette and target creature from the game. That creature's controller may pay ◆ to counter this ability. Use only if Carrionette is in your graveyard. 1/1.					
Casting of Bones	EC	C	••	②◆	AI
If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards.					
Cat Burglar	SC	C	••	③◆	EX
②◆,◆: Target player discards a card. Play as a sorcery. 2/2.					
Catacomb Dragon	SC	R	•••	④◆◆	MG
Flying. When Dragon is blocked by a non-artifact, non-Dragon creature, that creature's power is halved, rounded up. 4/4.					
Cateran Brute	SC	C	•••	②◆	MM
②,◆: Search your library for a Mercenary with converted cost 2 or less and put that card into play. 2/2.					
Cateran Enforcer	SC	U	•••	③◆◆	MM
Can't be blocked except by artifact and black creatures. ④,◆:					

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NAME	KIND	CR	PR	COST	SETS
Search your library for a Mercenary with converted cost 4 or less and put that card into play. 4/3.					
Cateran Kidnappers	SC	U	•••	2🟢🟢	MM
3🔵: Search your library for a Mercenary with converted cost 3 or less and put that card into play. 4/2.					
Cateran Overlord	SC	R	•••	4🟢🟢🟢	MM
Sacrifice a creature: Regenerate Overlord. 6🔵: Search your library for a Mercenary with converted cost 6 or less and put that card into play. 7/5.					
Cateran Persuader	SC	C	••	🟢🟢	MM
1🔵: Search your library for a Mercenary with converted cost 1 or less and put that card into play. 2/1.					
Cateran Slaver	SC	R	•••	3🟢🟢	MM
Swampwalk. 5🔵: Search your library for a Mercenary with converted cost 5 or less and put that card into play. 5/5.					
Cateran Summons	SOR	U	••	🟢	MM
Search your library for a Mercenary, reveal that card, and put it into your hand.					
Cemetery Gate	SC	C	•••	2🟢	HL
Protection from black. 0/5.					
Chains of Mephistopheles	EN	R	••	1🟢	LG
Except for the first card drawn in his draw step, every player must discard a card before drawing. A player with no cards must discard the card he draws.					
Chilling Apparition	SC	U	•••	2🟢	PY
🟢: Regenerate Chilling Apparition. Whenever Chilling Apparition deals combat damage to a player, he or she discards a card from his or her hand. 1/1.					
Chime of Night	EC	C	•••	1🟢	UD
When Chime is put into graveyard from play, destroy target nonblack creature.					
Choking Sands	SOR	C	•••	1🟢🟢	MG
Destroy target non-swamp land. If that land is a non-basic land, Choking Sands deals 2 damage to the land's controller.					
Circling Vultures	SC	U	••	🟢	WL
Flying. During upkeep, remove the top creature in your graveyard from the game or bury Vultures. You may discard Vultures from your hand as an instant. 3/2.					
Cloak of Confusion	EC	C	••	1🔵	IA,5th
If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random.					
Clot Sliver	SC	C	•••	1🟢	TM
Each Sliver gains "🟢: Regenerate this creature." 1/1.					
Coercion	SOR	C	••••	2🟢	VS,TM,6th
Look at target opponent's hand and discard a card of your choice.					
Coffin Puppets	SC	R	••	3🟢🟢	PY
Sacrifice two lands: Return Coffin Puppets to play. Play this ability only if Coffin Puppets is in your graveyard, and only during your upkeep, and only if you control a swamp. 3/3.					
Coffin Queen	SC	R	••••	2🟢	TM
You may leave Queen tapped. 2🟢,🔵: Put target creature from any graveyard into play under your control. Remove creature from the game if Coffin Queen becomes untapped or if you lose control of Coffin Queen. 1/1.					
Coils of the Medusa	EC	C	•••	1🟢	WL
Enchanted creature gets +1/-1. Sacrifice Coils: Destroy all nonwall creatures blocking enchanted creature.					
Commander Greven il-Vec	SL	R	•••	3🟢🟢🟢	TM
When Greven comes into play, sacrifice a creature. Cannot be blocked except by artifact creatures and black creatures. 7/5.					
Conspiracy	EN	R	•••	3🟢🟢	MM
As Conspiracy comes into play, choose a creature type. Creatures you control and creature cards in your graveyard, hand, and library are of the chosen type.					
Contagion	INS	U	•••	3🟢🟢	AI
You may pay 1 life and remove a black card in hand from the game to pay Contagion's cost. Put two -2/-1 counters on any numbers of creatures.					
Contamination	EN	R	••	2🟢	UZ
During your upkeep, sacrifice a creature or sacrifice Contamination. Whenever a land is tapped for mana, it produces 🟢 instead of its normal type and amount.					
•Contract from Below	SOR	R	•••••	🟢	L,U,R
Discard your hand. Draw an additional ante card plus 7 cards.					
Corpse Dance	INS	R	••••	2🟢	TM
Buyback 2. Put the top creature from your graveyard into play. Creature has haste this turn and is removed from the game at end of turn.					
Corrupt	SOR	C	•••	5🟢	UZ
Corrupt deals 1 damage to target creature or player for each swamp you control. You gain life equal to the damage dealt.					
Corrupt Official	SC	R	•••	4🟢	MM
2🟢: Regenerate Official. Whenever Official becomes blocked, defending player discards a card at random from his hand. 3/1.					
Corrupting Licid	SC	U	••	2🟢	SH
🟢,🟢: Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact creatures and black creatures." Move Licid onto target creature. You may pay 🟢 to end this effect. 2/2.					
Cosmic Horror	SC	R	••	3🟢🟢🟢	LG,4th
First strike. Pay 3🟢🟢🟢 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.					
Crazed Skirge	SC	U	•••	3🟢	UZ
Flying; haste. 2/2.					
Crovax the Cursed	SL	R	•••	2🟢🟢	SH
Counts as a Vampire. Comes into play with four +1/+1 counters. During your upkeep, sacrifice a creature and put a +1/+1 counter on Crovax, or remove a +1/+1 counter from Crovax. 🟢: Crovax gains flying until end of turn. 0/0.					
Crypt Cobra	SC	U	••	3🟢	MG
If is not blocked, defending player gets a poison counter. 3/3.					
Crypt Rats	SC	C	••••	2🟢	VS
🟢: Deal X damage to each creature and player. Spend only black mana in this way. 1/1. Spirit Link Spirit Link Spirit Link Spirit Link Spirit Link.					
Culling the Weak	INS	C	••	🟢	EX
Sacrifice a creature: Add 🟢🟢🟢🟢 to your mana pool.					
Cuombaji Witches	SC	C	•••	🟢🟢	AN,CH
🟢: Each player does 1 damage to any target; you choose first. 1/3.					
Curse Artifact	EA	U	•	2🟢🟢	DK
Controller of target artifact must bury it during upkeep or lose 2 life.					

NAME	KIND	CR	PR	COST	SETS
Cursed Flesh	EC	C	••	🟢	EX
Creature gets -1/-1 and can only be blocked by artifact and black creatures.					
Cursed Land	EL	U	••	2🟢🟢	L,U,R,4th,5th
Do 1 damage to controller of target land during his upkeep.					
Cyclopean Mummy	SC	C	•	1🟢	LG,4th
Remove Mummy from game if it goes to graveyard. 2/1.					
Dance of the Dead	EC	U	•••	1🟢	IA
Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap as normal. You must pay 1🟢.					
Dark Banishing	INS	C	••••	2🟢	IA,MG,TM
Bury target non-black creature.					
Dark Hatchling	SC	R	••••	4🟢🟢	UZ
Flying. When Hatchling comes into play, bury target nonblack creature. 3/3.					
Dark Privilege	EC	C	••	1🟢	VS
Enchanted creature gets +1/+1. Sacrifice a creature: Regenerate.					
Dark Ritual	INS	C	••••	🟢	L-5th,IA,MG,TM,UZ,MM
Add 🟢🟢🟢 to your pool.					
Dark Triumph	INS	U	••	4🟢	NE
If you control a swamp, you may sacrifice a creature instead of paying Dark Triumph's mana cost. Creatures you control get +2/+0 until end of turn.					
Darkest Hour	EN	R	••	🟢	UZ
All creatures are black.					
Darkling Stalker	SC	C	•••	3🟢	TM
🟢: Regenerate Stalker. 🟢: +1/+1 until end of turn. 1/1.					
Darkness	INS	C	••	🟢	LG
Creatures attack and block as normal but deal no damage.					
•Darkpact	SOR	R	•••	🟢🟢🟢	L,U,R
Switch the top card of your library with one of the cards up for ante.					
Dauthi Cutthroat	SC	U	•••	1🟢	EX
Shadow. 1🟢,🟢: Destroy target creature with shadow. 1/1.					
Dauthi Embrace	EN	U	•••	2🟢	TM
🟢🟢: Target creature gains shadow until end of turn.					
Dauthi Ghoul	SC	U	••	1🟢	TM
Shadow. Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on Dauthi Ghoul. 1/1.					
Dauthi Horror	SC	C	•••	1🟢	TM
Shadow. Horror cannot be blocked by white creatures. 2/1.					
Dauthi Jackal	SC	C	•••	2🟢	EX
Shadow. 🟢🟢,Sacrifice: Destroy target blocking creature. 2/1.					
Dauthi Marauder	SC	C	•••	2🟢	TM
Shadow. 3/1.					
Dauthi Mercenary	SC	U	•••	2🟢	TM
Shadow. 1🟢: Mercenary gets +1/+0 until end of turn. 2/1.					
Dauthi Mindripper	SC	U	•••	3🟢	TM
Shadow. Sacrifice: Defending player discards three cards. Use only when Mindripper is attacking and unblocked. 2/1.					
Dauthi Slayer	SC	C	••	🟢🟢	TM
Shadow. Each turn, Dauthi Slayer attacks if able. 2/2.					
Dauthi Trapper	SC	U	••	2🟢	SH
🟢: Target creature gains shadow until end of turn. 1/1.					
Dauthi Warlord	SC	U	•••	1🟢	EX
Shadow. Has power equal to the number of creatures with shadow in play. */1.					
Death Charmer	SC	C	•••	2🟢	PY
Whenever Charmer deals combat damage to a creature, that creature's controller loses 2 life unless he or she pays 2. 2/2.					
Deathgazer	SC	U	•••	3🟢	MM
Whenever Deathgazer blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat. 2/2.					
Death Pit Offering	EN	R	•••	2🟢🟢	NE
When Death Pit Offering comes into play, sacrifice all creatures you control. Creatures you control get +2/+2.					
Death Pits of Rath	EN	R	•••	3🟢🟢	TM
Whenever any creature is dealt damage, destroy it. That creature cannot be regenerated this turn.					
Death Stroke	SOR	C	•••	🟢🟢	SH
Destroy target tapped creature.					
Death Watch	EC	C	•••	🟢	VS
If creature is put into any graveyard, its controller loses an amount of life equal to its power and you gain an amount of life equal to its toughness.					
Death's Duet	SOR	C	••	2🟢	EX
Return two target creatures from your graveyard to your hand.					
Deathgrip	EN	U	•••	🟢🟢	L,U,R,4th,5th
🟢🟢: Counter a green spell.					
Deathlace	INS	R	•	🟢	L,U,R,4th
Change the color of one card being played or in play to black.					
Deepwood Ghoul	SC	C	•••	2🟢	MM
Pay 2 life: Regenerate Ghoul. 2/1.					
Deepwood Legate	SC	U	•••	3🟢	MM

NAME	KIND	CR	PR	COST	SETS
If an opponent controls a forest and you control a swamp, you may play Legate for free. 🟢: +1/+1 until end of turn.					
Delraich	SC	R	•••	6🟢	MM
Trample. You may sacrifice three black creatures instead of paying Delraich's mana cost. 6/6.					
•Demonic Attorney	SOR	R	••	🟢	L,U,R
Unless opponent concedes game, both players draw an extra ante card.					
Demonic Consultation	INS	U	•••	🟢	IA
Name a card and remove the top 6 cards of your library from the game. Remove cards from the top of your library from the game until you get to the card you named. Add the card to your hand.					
Demonic Hordes	SC	R	•••	3🟢🟢🟢	L,U,R
🟢: Destroy target land. Pay 🟢🟢🟢 during upkeep or Hordes become tapped and your opponent chooses a land of yours to be destroyed. 5/5.					
Demonic Torment	EC	U	••	2🟢	LG
Target creature deals no combat damage and may not attack.					
•Demonic Tutor	SOR	U	•••••	1🟢	L,U,R
Choose one card from your library and add it to your hand.					
Derelor	SC	R	•••	3🟢	FE,5th,6th
Your black spells cost an additional 🟢. 4/4.					
Desolation	EN	U	••	1🟢🟢	VS
At the end of each turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed in this way, Desolation deals 2 damage to that plains' controller.					
Despoil	SOR	C	•••	3🟢	PY
Destroy target land. Its controller loses 2 life.					
Despondency	EC	C	••	1🟢	UZ
Enchanted Creature gets -2/-0. When Despondency is put into a graveyard from play, return it to owner's hand.					
Diabolic Edict	INS	C	•••	1🟢	TM
Target player sacrifices a creature.					
Diabolic Servitude	EN	U	•••	3🟢	UZ
When Servitude comes into play, choose target creature in your graveyard and put it into play. When the chosen creature is put into a graveyard, remove the creature from the game and return Servitude to owner's hand. When Servitude leaves play, remove the chosen creature from the game.					
Dirtwater Wraith	SC	C	•••	3🟢	MG
Swampwalk. 🟢: +1/+0 until end of turn. 1/3.					
Discordant Dirge	EN	R	••	3🟢🟢	UZ
During your upkeep, you may put a counter on Discordant Dirge. 🟢,Sacrifice: Look at target opponent's hand and discard up to X of those cards, where X is the number of counters on Dirge.					
Disease Carriers	SC	C	•••	2🟢🟢	UD
When Disease Carriers is put into a graveyard from play, target creature gets -2/-2 until end of turn. 2/2.					
Diseased Vermin	SC	U	•••	2🟢	AI
During your upkeep, deals one damage to one opponent it has previously damaged for each counter on it. If Vermin damages a player in combat, put a counter on it. 1/1.					
Disturbed Burial	SOR	C	••••	1🟢	TM
Buyback 3. Return target creature from your graveyard to your hand.					
Divining Witch	SC	R	•••	1🟢	NE
1🟢,🟢,Discard a card from your hand: Name a card. Remove the top six cards of your library from the game. Reveal cards from the top of your library until you reveal the named card, then put that card into your hand. Remove all other cards revealed this way from the game. 1/1.					
•Doomsday	SOR	R	•••	🟢🟢🟢	WL,6th
Pay half your life, rounded up. Put your graveyard on top of your library, then remove all but five cards of your library from the game. Put the rest on top of your library in any order.					
Drain Life	SOR	C	••••	1🟢	L,U,R,4th,MG,5th
Do 1 damage to target for each 🟢 spent above the casting cost. Gain 1 life for each damage done. You cannot gain more life than target's current toughness.					
Dread of Night	EN	U	•••	🟢	TM,6th
All white creatures get -1/-1.					
Dread Specter	SC	U	••	3🟢	MG
Whenever Dread Specter blocks or is blocked by a non-black creature, destroy that creature at end of combat. 2/2.					
Dread Wight	SC	R	••	3🟢🟢	IA
At the end of combat, put a counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap. The creature's controller may pay 4 to remove a counter at any time. 3/4.					
Dregs of Sorrow	SOR	R	••••	X🟢🟢	TM
Destroy X target nonblack creatures. Draw X cards.					
Drift of the Dead	SC	U	••••	3🟢	IA
Counts as a wall. Drift has power and toughness each equal to the number of snow-covered lands you control. */*.					
Drudge Skeletons	SC	C	•••	1🟢	Basic
🟢: Regenerates. 1/1.					
Drudge Spell	EN	U	••	2🟢	HL
🟢: Remove 2 creatures from graveyard from the game. Bring a Skeleton token into play. Skeleton is a black 1/1 creature with 🟢: Regenerates. All skeleton tokens are discarded if Drudge Spell leaves play.					
Dry Spell	SOR	C	•••	1🟢	HL,6th
Dry Spell deals 1 damage to each creature and player.					
Dungeon Shade	SC	C	•••	3🟢	SH
Flying. 🟢: Dungeon Shade gets +1/+1 until end of turn. 1/1.					
Duress	SOR	C	•••	🟢	UZ
Look at target opponent's hand and discard a noncreature, nonland card there.					
Dying Wail	EC	C	••	1🟢	UD
When enchanted creature is put into a graveyard from play, target player chooses and discards two cards from his hand.					
Dystopia	EN	R	••••	1🟢🟢	AI
CU: One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent.					
Eastern Paladin	SC	R	•••	2🟢🟢	UZ
🟢🟢,🟢: Destroy target green creature. 3/3.					
Eater of the Dead	SC	U	•••	4🟢	DK
Choose a creature in any graveyard and remove it from the game: Untap Eater of the Dead. 3/4. Mmmm. Dead.					
Ebon Praetor	SC	R	••	4🟢	FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice a creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.					
Ebony Charm	INS	C	••	🟢	MG
Choose one—Target player loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature can only be blocked by artifact or black creatures this turn.					
El-Hajjâj	SC	R	••	1🟢🟢	AN,R,4th
Gain 1 life for every point of damage El-Hajjâj inflicts. 1/1.					
Encroach	SOR	U	•	🟢	UD
Look at target player's hand and choose a nonbasic land card from there. That player discards that card.					
Endbringer's Revel	EN	U	••	2🟢	PY
4: Return target creature card from a graveyard to its owner's hand. Any player may play this ability, but only any time he or she could play a sorcery.					
Endless Scream	EC	C	•••	X🟢🟢	TM
Enchanted creature gets +X/+0.					
Enfeeblement	EC	C	•••	🟢🟢	MG,TM,6th
Enchanted creature gets -2/-2.					
Engineered Plague	EN	U	••	2🟢	UL
When Engineered Plague comes into play, choose a creature type. All creatures of the chosen type get -1/-1.					
Enslaved Horror	SC	U	••	3🟢	MM
When Horror comes into play, each other player may return a creature card from his graveyard to play. 4/4.					
Entropic Specter	SC	R	••	3🟢🟢	EX
Flying. Specter has power and toughness each equal to the number of cards in target opponent's hand. If Specter damages any player, that player chooses and discards a card. */*.					
Eradicate	SOR	U	••••	2🟢🟢	UD
Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game.					
Erg Raiders	SC	C	•••	1🟢	AN,R,4th,5th
Take 2 damage at end of turn if Erg Raiders don't attack. 2/3.					
Evil Eye of Orms-By-Gore	SC	U	••	4🟢	LG,5th,6th
Your creatures may not attack, except for Evil Eyes. May only be blocked by walls. 3/6.					
Evil Presence	EL	U	••	🟢	L,U,R,4th,5th
Target land is now a basic swamp.					
Evincar's Justice	SOR	C	••	2🟢🟢	TM
Buyback 🟢. Deals 2 damage to each creature and player.					
Eviscerator	SC	R	•••	3🟢🟢	UL
Protection from white. When Eviscerator comes into play, lose 5 life. 5/5.					
Exhume	SOR	C	•••	1🟢	UZ
Each player chooses a creature in his graveyard and puts it into play.					
Expunge	INS	C	••••	2🟢	UZ
Bury target nonartifact, nonblack creature. Cycling 2.					
Extinction	SOR	R	•••	4🟢	TM
Destroy all creatures of any creature type of your choice.					
Extortion	SOR	R	••	3🟢🟢	MM
Look at target player's hand and choose up to two cards from it. That player discards those cards.					
Fallen, The	SC	U	••	1🟢🟢🟢	DK,CH
During your upkeep, The Fallen does 1 damage to every opponent it has previously damaged. 2/3.					
Fallen Angel	SC	R	•••	3🟢🟢	LG,CH,5th,6th
Sacrifice a creature: Angel gains +2/+1 until end of turn. 3/3.					
Fallen Askari	SC	C	•••	1🟢	VS
Flanking. Fallen Askari cannot block. 2/2.					
Fatal Blow	INS	C	••	🟢	WL,6th
Bury target creature that was damaged this turn.					
Fatal Lore	SOR	R	••	2🟢🟢	AI
Target opponent chooses: You draw 3 cards or you choose and bury up to 2 creatures that opponent controls and he draws up to 3 cards.					
Fear	EC	C	•••	🟢🟢	Basic,IA
Only black or artifact creatures may block target creature.					
Feast of the Unicorn	EC	C	•••	3🟢	HL,6th
Target creature gets +4/+0.					
Feast or Famine	INS	U	•••	3🟢	AI
Bury target non-black, non-artifact creature or put a Zombie token into play. Treat this token as a 2/2 black creature.					
Fen Stalker	SC	C	••	3🟢	PY
As long as you control no untapped lands, Fen Stalker can't be blocked except by artifact creatures and/or black creatures. 3/2.					
Feral Shadow	SC	C	••	2🟢	MG,6th
Flying. 2/1					
Festering Evil	EN	U	•••	3🟢🟢	WL
During your upkeep, Festering Evil deals 1 damage to each creature and player. 🟢🟢,Sacrifice: Do 3 damage to each creature and player.					
Festering Wound	EC	U	•••	1🟢	UD
At the beginning of your upkeep, you may put a counter on Festering Wound. At the beginning of the upkeep of enchanted creature's controller, Wound deals X damage to that player, where X is the number of counters on it.					
Fetid Horror	SC	C	•••	3🟢	MG
🟢: +1/+1 until end of turn. 1/2.					
Fevered Convulsions	EN	R	•••	🟢🟢	TM
2🟢🟢: Put a -1/-1 counter on target creature.					
Fevered Strength	INS	C	••	2🟢	AI
Enchanted creature gets +2/+0. Cantrip.					
Flay	SOR	C	•••	3🟢	PY
Target player discards a card at random from his or her hand. Then that player discards another card at random from his or her hand unless he or she pays 2.					
Fledgling Djinn	SC	C	•••	1🟢	WL
Flying. During your upkeep, Djinn deals 1 damage to you. 2/2.					

KILLER COMBOS



ANGELIC CHORUS AND QUICKSILVER WALL: A wall that your opponent can return to your hand? That's not very useful. But if you get six life every time it returns to play, it's not nearly as bad.

MAGIC FACT

***Weatherlight* and *Classic Edition* enchantment**

Serenity and dual land Savannah have the distinction of sharing their names with adult film stars. Or so we're told.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact	**EA** Enchant Artifact	**EN** Enchantment	**LAN** Land	**SC** Summon Creature
AC Artifact Creature	**EC** Enchant Creature	**EW** Enchant World	**LL** Legendary Land	**SL** Summon Legend
CR Current Rarity	**EL** Enchant Land	**INS** Instant	**MS** Mana Source	**SOR** Sorcery

Flesh Reaver SC U • 1 UZ
Whenever Reaver successfully deals damage to a creature or opponent, Reaver deals an equal amount of damage to you. 4/4.
Flow of Maggots SC R •• 2 IA
CU: 1. May not be blocked by non-wall creatures. 2/2.
Fog of Gnats SC C ••• UL
Flying. : Regenerate Fog of Gnats. 1/1.
Forbidden Crypt EN R ••• 3 MG,6th
For each card you would draw, instead choose a card in your graveyard. If you cannot, you lose the game. When a card is put into your graveyard, remove it from the game.
Forbidden Ritual SOR R •• 2 VS
Sacrifice a card in play: Target opponent loses 2 life unless he or she sacrifices a permanent or chooses and discards a card. You may repeat this process as many times as you choose.
Forced March SOR R ••• X 2 MM
Destroy all creatures with converted cost X or less.
Forsaken Wastes EW R ••• 2 MG
Players cannot gain life. During each player's upkeep, that player loses 1 life. If Forsaken Wastes is the target of a successfully cast spell, that spell's caster loses 5 life.
Foul Familiar SC C ••• 2 IA
May not block. : Pay 1 life to return Familiar to your hand. 3/1.
Foul Imp SC C ••• SH
Flying. When Foul Imp comes into play, lose 2 life. 2/2
Frankenstein's Monster SC R •• X DK
Remove X creatures from your graveyard from the game when casting Monster. For each creature removed, give Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.
Frozen Shade SC C ••• 2 L,R,4th,5th
: +1/+1 until end of turn. 0/1.
Fugue SOR U ••• 3 EX
Target player chooses and discards three cards.
Funeral Charm INS C ••• VS
Choose one—Target player chooses and discards a card; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn.
Funeral March EC C •• 1 HL,5th
When target creature leaves play, that creature's controller must sacrifice a creature.
Gallowbraid SL R ••• 3 WL
CU: Pay 1 life. Trample. 5/5.
Gangrenous Zombies SC C •• 1 IA
: Sacrifice to deal 1 damage to each creature and player. Zombies deals 2 damage if you control any snow-covered swamps. 2/2.
Gate to Phyrexia EN U ••• 2 AQ
Sacrifice a creature: Destroy target artifact. Use only during .
Gaze of Pain SOR C ••• 1 IA
For each of your creatures that attacks and is not blocked, you may have it deal no damage to defending player. If you do so, it instead deals damage equal to its power to any target creature.
Ghost Hounds SC U •• 1 HL
Does not tap when attacking. Gains first strike if blocking or blocked by white creatures. 1/1.
Ghosts of the Damned SC C • 1 LG
: Target creature gets -1/-0 until end of turn. 0/2.
Ghoul's Feast INS U •• 1 MM
Target creature gains +X/+0 until end of turn, where X is the number of creature cards in your graveyard.
Giant Cockroach SC C •• 3 UL
4/2.
Giant Slug SC C •• 1 LG,CH
: Gains landwalk ability of your choice on your next turn. 1/1.
Gloom EN U •••• 2 L,U,R,4th,5th
White spells and enchantment costs now require an extra .
Glyph of Doom INS C • LG
Creature blocked by target wall are destroyed after combat.
Grandmother Sengir SL R •• 4 HL
1, : Target creature gets -1/-1 until end of turn. 3/3.
Grave Pact EN R •••• 4 SH
Whenever any creature you control is put into any graveyard, each other player sacrifices a creature.
Grave Robbers SC R •• 1 DK
, : Remove an artifact in any graveyard from game: Gain 2 life. 1/1.
Grave Servitude EC C ••• 1 MG
You may choose to play Servitude as an instant; if you do, bury it at end of turn. Enchanted creature gets +3/-1 and is black.
Gravebane Zombie SC U •• 3 MG,6th
If Zombie is put into graveyard from play, put it on top of owner's library. 3/2.
Gravebind INS R • IA
Target creature may not regenerate this turn. Cantrip.
Gravedigger SC C •• 3 TM,6th
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. 2/2.
Greater Werewolf SC C ••• 4 HL,5th
After combat, put a -0/-2 counter on all creatures that blocked werewolf. 2/4.
Greed EN R ••• 3 LG, 4th,6th
: Pay 2 life: Draw a card.
Greel, Mind Raker SL R •••• 3 PY
3, : Discard two cards from your hand: Target player discards X cards at random from his or her hand. 3/3.
Greel's Caress EC C •• 1 PY
You may play Greel's Caress any time you could play an instant. Enchanted creature gets -3/-0.
Grollub SC C •• 2 EX
For each 1 damage dealt to Grollub, each opponent gains 1 life. 3/3.
Guardian Beast SC R •••• 3 AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4. Makes a good coat hanger too.
Harbinger of Night SC R ••• 2 MG
During your upkeep, put a -1/-1 counter on each creature. 2/3.
Hasran Ogress SC C •• AN, CH
Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.
Hatred INS R •••• 3 EX
Pay X life: Target creature gets +X/+0 until end of turn.
Haunted Crossroads EN U ••• 2 MM
: Put target creature from your graveyard on top of your library.
Haunting Misery SOR C •• 1 WL
Remove X creature cards in your graveyard from the game: Haunting Misery deals X damage to target player.
Haunting Wind EN U • 3 AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.
Headless Horseman SC C • 2 LG
2/2.
Headstone INS C •• 1 HL
Remove target card in any graveyard from the game. Cantrip.
Hecatomb EN R ••• 1 IA,5th,6th
Sacrifice four creatures when Hecatomb comes into play. Tap a swamp you control: Hecatomb deals 1 damage to any target.
Hell Swarm INS C • LG
All creatures get -1/-0 until end of turn.
Hell's Caretaker SC R ••• 3 LG,CH
Sacrifice a creature: Put a creature in your graveyard into play. 1/1.
Hellfire SOR R ••• 2 LG
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.
Hidden Horror SC U ••• 1 WL,6th
When Horror comes into play, discard a creature or bury Horror. 4/4.
Highway Robber SC C ••• 2 MM
When Robber comes into play, you gain 2 life and target opponent loses 2 life. 2/2.
Hoar Shade SC C ••• 3 IA
: +1/+1 until end of turn. 1/2.
Hollow Dogs SC C ••• 4 UZ
Whenever Dogs attacks, it gets +2/+0 until end of turn. 3/3.
Horror of Horrors EN U ••• 3 LG
Sacrifice a swamp: Regenerate target black creature.
Howl from Beyond INS C •• X Basic,IA
Target creature gains +X/+0 until end of turn.
Hyalopterous Lemure SC U ••• 4 IA
: Gains flying and -1/-0 until end of turn. 4/3.
Hymn to Tourach SOR C ••••• 2 FE
Target player randomly discards two cards from his hand.
Hypnotic Specter SC U ••••• 1 L,U,R,4th
Flying. Any player damaged by Specter must discard a card at random. 2/2.
Icequake SOR U ••• 1 IA
Destroy target land. If snow-covered, its controller takes 1 damage.
Ihsan's Shade SL U •••• 3 HL
Protection from white. 5/5.
Ill-Gotten Gains SOR R ••• 2 UZ
Remove Ill-Gotten Gains from the game. All players discard their hands, then each player puts up to three cards from his graveyard into his hand.
Imprison EC R ••• LG
: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.
Imp's Taunt INS U •• 1 TM
Buyback 3. Target creature attacks this turn if able.
Infernal Contract SOR R •••• MG,6th
Pay half your life, rounded up: Draw four cards.
Infernal Darkness EN R ••• 2 IA
CU: and 1 life. All mana-producing lands produce instead of their normal mana.
Infernal Denizen SC R • 2 IA
During upkeep, you must sacrifice two swamps or Denizen is tapped and target opponent may gain control of a creature you control of his choice. : Gain control of target creature. 5/7.
Infernal Harvest SOR C ••• VS
Return X swamps you control to your hand: Harvest deals X damage, divided any way, among any number of target creatures.
Infernal Medusa SC U ••• 3 LG
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.
Infernal Genesis EN R •• 4 PY
At the beginning of each player's upkeep, that player puts the top card of his or her library into his or her graveyard. He or she then puts X 1/1 black Minion creature tokens into play, where X is that card's converted mana cost.
Infernal Tribute EN R ••• 3 WL
2, Sacrifice a card: Draw a card.
Initiates of the Ebon Hand SC C ••• FE,5th
1: Add to your mana pool. Bury Initiates if more than 3 is spent this way in one turn. 1/1.
Inquisition SOR C • 2 DK
Examine target player's hand. Do one damage for each white card.
Insidious Bookworms SC C •• AI
1, : Target player discards a card at random. Use only when Bookworms is put into graveyard from play and only once. 1/1.
Instigator SC R •• 1 MM
1, , Discard a card: Creatures target player controls attack this turn if able. 1/1.
Insubordination EC C •• MM
At the end of the turn of enchanted creature's controller, Insubordination deals 2 damage to that player unless enchanted creature attacked this turn.
Intimidation EN U •• 2 MM
Creatures you control can't be blocked except by artifact creatures and black creatures.
Irini Sengir SL U • 2 HL
All white and green enchantments cost an extra 2 to cast. 2/2.
Jovial Evil SOR R •• 2 LG
Do 2 damage to opponent for each white creature he controls.
Junún Efreet SC U ••• 1 AN,4th
Flying. Pay during upkeep or Efreet is destroyed. 3/3.
Juzám Djinn SC R ••••• 2 AN
Deals 1 damage to you during your upkeep. 5/5. Big meanie.
Kaervek's Hex SOR U •• 3 MG
Kaervek's Hex deals 1 damage to each non-black creature and an additional 1 damage to each green creature.
Kaervek's Spite INS R • VS
Sacrifice all permanents. Discard your hand: Opponent loses 5 life.
Keeper of the Dead SC U ••• EX
, : Destroy target nonblack creature. Play this ability only if that creature's controller has at least two fewer creature cards in his graveyard than you have in yours. 1/2.
Keeper of Tresserhorn SC R ••• AI
If Keeper attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life. 6/6.
Kezzerdrix SC R •• 2 TM
First strike. During your upkeep, if your opponents control no creatures, Kezzerdrix deals 4 damage to you. 4/4.
Khabal Ghoul SC R ••• 2 AN
Gets a +1/+1 counter at end of turn for each creature that was destroyed that turn. 1/1.
Kjeldoran Dead SC C ••• IA,5th,6th
You must sacrifice a creature when Dead comes into play. : Regenerate. 3/1.
Knight of Dusk SC U ••• 1 TM
, : Destroy target creature blocking Knight of Dusk. 2/2.
Knights of Stromgald SC U •••• IA,5th
Protection from white. , : +1/+0. : First strike. 2/1.
Koskun Falls EW R •• 2 HL
During your upkeep, tap target creature you control or bury Koskun Falls. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.
Krovikan Elementalist SC U •• IA
2: Target creature gains +1/+0 until end of turn. , : Target creature you control gains flying until end of turn. Bury that creature at end of turn. 1/1.
Krovikan Fetish EC C ••• IA,5th
Target creature gets +1/+1. Cantrip.
Krovikan Horror SC R ••• 3 AI
At the end of any turn, if Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. 1, Sacrifice a creature: Horrors deal one damage to target creature or player. 2/2.
Krovikan Plague EC U •• 2 AI
Play on a non-wall creature you control. : Tap enchanted creature to have Plague deal one damage to target creature or player. Put a -0/-1 counter on enchanted creature. Cantrip.
Krovikan Vampire SC U •• 3 IA
If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.
Lab Rats SOR C •• SH
Buyback 4. Put a 1/1 black rat token into play.
Larceny EN U ••• 3 MM
Whenever a creature you control deals combat damage to a player, that player discards a card from his hand.
Leeching Licid SC U ••• 1 TM
, : Licid loses this ability and becomes a creature enchantment that reads "During the upkeep of enchanted creature's controller, Licid deals 1 damage to that player" instead of a creature. You may pay to end this effect. 2/2.
Legions of Lim-Dûl SC C •• 1 IA
Snow-covered swampwalk. 2/3. Snow-covered swamps? What a ridiculous concept!
Leshrac's Rite EC U •• IA, 5th,8th
Enchanted creature gains swampwalk.
Leshrac's Sigil EN U •• IA
: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from there of your choice. : Return Leshrac's Sigil to owner's hand.
Lesser Werewolf SC U ••• 3 LG
: -1/-0 until end of turn. Put a -0/-1 counter on creatures blocking or blocked by Werewolf. Power may not be reduced below 0 using this ability. 2/4.
Liability EN R •• 1 MM
Whenever a card is put into a player's graveyard from play, that player loses 1 life.
Lich EN R •• LU
Lose all life. For each point of damage you take, bury one permanent you control. For every point you gain, draw a card. If Lich leaves play you lose.
Lim-Dûl's Cohort SC C •• 1 IA
Creatures blocking or blocked by Cohort cannot regenerate. 2/3.
Lim-Dûl's Hex EN U •• 1 IA
During your upkeep, Hex does 1 damage to all players. Each player may pay or 3 to prevent the damage to himself.
Lim-Dûl's High Guard SC C ••• AI
First strike. 1: Regenerate. 2/1.
Living Death SOR R •••• 3 TM
Set aside all creature cards in all graveyards. Then, put each creature that is in play into its owner's graveyard. Then, put each creature card set aside into play.
Looming Shade SC C ••• 2 UZ
: Shade gets +1/+1 until end of turn. 1/1.
Lord of the Pit SC R ••• 4 L,U,R,4th,5th
Flying, trample. During your upkeep, sacrifice a creature other than Lord of the Pit or Lord does 7 damage to you. 7/7.
Lost Soul SC C •• 1 LG,4th,5th,8th
Swampwalk. 2/1.
Lurking Evil EN R ••• UZ
Pay half your life: Evil becomes a 4/4 creature with flying that counts as a Horror.
Lurking Jackals EN U •• UD
When one of your opponents has 10 life or less, if Lurking Jackals is an enchantment, it becomes a 3/2 Hound creature.
Lurking Skirge EN R ••• 1 UL
When a creature is put into one of your opponents' graveyards, Skirge becomes a 3/2 creature with flying that counts as an Imp.
Maddening Imp SC R •• 2 TM
Flying. : All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during opponent's turn and only before combat. 1/1.
Maggot Therapy EC C ••• 2 MM
You may play Therapy any time you could play an instant. Enchanted creature gets +2/-2.
Mana Leech SC U •• 2 UZ
You may choose not to untap Leech. : Tap target land. As long as Leech remains tapped, that land does not untap during its controller's untap step. 1/1.
Marsh Gas INS C • DK,4th
All creatures get -2/-0 until end of turn.
Marsh Lurker SC C •• 3 TM
Sacrifice a swamp: Marsh Lurker cannot be blocked this turn except by artifact creatures and black creatures. 3/2.
Massacre SOR U •••• 2 NE
If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost. All creatures get -2/-2 until end of turn.
Megrim EN U •• 2 SH
Whenever any opponent discards a card, Megrim deals 2 damage to him.
Midnight Ritual SOR R ••• X 2 MM
Remove X target creatures in your graveyard from the game. For each card removed, put a black 2/2 zombie token into play.
Mind Maggots SC U ••• 3 EX
When Maggots comes into play, discard any number of creature cards. For each card discarded this way, put two +1/+1 counters on Maggots. 2/2.
Mind Peel SOR U •• SH
Buyback 2. Target player chooses and discards a card.
Mind Ravel SOR C •• 2 IA,5th
Target player must discard a card. Draw a card at the beginning of the next turn's upkeep.
Mind Slash EN U •• 1 NE
Sacrifice a creature: Look at target opponent's hand and choose a card from it. That player discards that card. Play this ability only if you could play a sorcery.
Mind Swords SOR C ••• 1 NE
If you control a swamp, you may sacrifice a creature instead of paying Mind Sword's mana cost. Each player removes two cards in his hand from the game.
Mind Twist SOR R ••••• X L,U,R,4th
Opponent must randomly discard X cards from his hand.
Mind Warp SOR U ••• X IA,5th,6th
Look at a player's hand and discard X cards of your choice.
Mind Whip EC R •• 2 IA
During target creature's controller's upkeep, Whip does 2 damage to that player and taps the creature if he does not pay 3.
Mindstab Thrull SC C •• 1 FE,5th
If Thrull attacks and is not blocked, you may have it deal no damage and sacrifice it to force the defender to discard three cards. 2/2.
Mindwarper SC R •• 2 SH
Comes into play with three +1/+1 counters. 2, Remove a +1/+1 counter: Target player chooses and discards a card. Play this ability as a sorcery. 0/0.
Mindwhip Sliver SC U •• 2 TM
Each Sliver gains "2, Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery." 2/2.
Minion of Leshrac SC R ••• 4 IA
Protection from black. During upkeep, sacrifice a creature or Minion does 5 damage to you and taps. : Destroy target creature or land. 5/5.
Minion of Tevesh Szat SC R ••• 4 IA
Pay or during upkeep or take 2 damage. : Target creature gets +3/-2 until end of turn. 4/4.
Minion of the Wastes SC R ••• 3 TM
Trample. When Minion comes into play, pay any amount of life. Minion has power and toughness each equal to that amount. */*.
Mire Shade SC U •• 1 MG
Sacrifice a swamp: Put a +1/+1 counter on Shade. 1/1.
Mischievous Poltergeist SC U •• 2 WL,6th
Flying. Pay 1 life: Regenerate. 1/1.
Misinformation INS U •• AI
Put 3 cards from an opponent's graveyard on top of his library in any order.
Misshapen Fiend SC C •• 1 MM
Flying. 1/1.
Mold Demon SC R • 5 LG
Sacrifice two swamps when Mold Demon comes into play or bury him. 6/6.
Mole Worms SC U •• 2 IA,5th
: Tap a land. As long as Worms remain tapped, that land does not untap as normal. You may choose not to untap Worms. 1/1.
Molting Harpy SC U •• MM
Flying. Sacrifice Harpy unless you pay 2 during upkeep. 2/1.
Moor Fiend SC C ••• 3 IA
Swampwalk. 3/3.
Morgue Thrull SC C •• 2 SH
Sacrifice: Put the top 3 cards of your library into your graveyard. 2/2.
Morinfen SL R ••• 3 WL
Flying. CU: 1 life. 5/4.
Mortuary EN R •• 3 SH
Whenever any creature is put into your graveyard from play, put that creature on top of your library.
Murk Dwellers SC C •• 3 DK,4th,5th
If Murk Dwellers attack and is not blocked, it gains +2/+0. 2/2.
Murderous Betrayal EN R • NE
, Pay half your life rounded up: Destroy target nonblack creature. It can't be regenerated.
Nakaya Shade SC U ••• 1 PY
: +1/+1 until end of turn unless any player pays 2. 1/1.
Nameless Race SC R •• 3 DK
Trample. Pay * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.
Nausea SOR C •• 1 EX
All creatures get -1/-1 until end of turn.
Necratog SC U ••• 1 WL
Remove the top creature card in your graveyard from the game: +2/+2 until end of turn. 1/2.
Necrite SC C •• 1 FE,5th
If Necrite attacks and isn't blocked, you may have it deal no damage and sacrifice it to bury a target creature controlled by the defending player. 2/2.
Necrologia INS U ••• 3 EX
Play only during your discard phase. Pay X life: Draw X cards.
Necromancy EN U •• 2 VS
You may play Necromancy as an instant; if you do, bury it at end of turn. Choose a creature in your graveyard. When Necromancy comes into play, put that creature into play as though just played and Necromancy becomes an enchantment that targets the creature. If Necromancy leaves play, bury the creature.
Necropotence EN R ••• IA,5th
Skip your draw step. Pay 1 life: Set aside the top card of your library. Add it to your hand at the start of your next discard phase.
Necrosavant SC R ••• 3 VS,6th
3, Sacrifice a creature: Put Necrosavant into play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard. 5/5.
Nekrataal SC U ••• 2 VS
First strike. When Nekrataal comes into play, bury target nonartifact, nonblack creature. 2/1.
Nether Shadow SC R •• L,U,R,4th,5th
Haste. If three creatures are above Shadow in graveyard, it can

STUMPERS



Q: I cast Story Circle and set it to "green." My opponent has a Blastoderm, which can't be targeted. Can I protect myself from his attacks?
Elaine Ferret, Los Angeles, Calif.

A: ***Yes. The Story Circle ability requires that you select a source, but it doesn't use the word "target." Since it's not targeted, you are free to use it on the Blastoderm.***

MAGIC The Gathering® Players Guide

NAME	KIND	CR	PR	COST	SETS

return to play during controller's upkeep. 1/1.

Nether Spirit SC R ••• 1◆◆ MM
At the beginning of your upkeep, if Spirit is the only creature in your graveyard, you may return it to your hand. 2/2.

Nether Void EW R ••••• 3◆ LG
All spells are countered unless their controller spends an extra 3.

Nettling Imp SC U ••• 2◆ L,U,R
◆: Target non-wall creature must attack or DIE!!! at end of turn. 1/1.

Nightmare SC R ••• 5◆ Basic
Flying. " equal number of swamps controller has in play. "/".

Nightshade Seer SC U ••• 3◆ UD
2◆,◆: Put target number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way. 1/1.

No Mercy EN R ••• 2◆◆ UL
Whenever a creature successfully deals damage to you, destroy it.

No Rest for the Wicked EN U ••• 1◆ UZ
Sacrifice No Rest: Return to your hand all creature cards put into your graveyard from play this turn.

Nocturnal Raid INS U •• 2◆◆ MG
All black creatures get +2/+0 until end of turn.

Norritt SC C ••• 3◆ IA
◆: Untap a blue creature. ◆: Opponent's target non-wall creature must attack or be destroyed at end of turn. 1/1.

Notorious Assassin SC R •••• 3◆ MM
2◆,◆,Discard a card: Bury target nonblack creature. 2/2.

Noxious Field EL U ••• 1◆◆ PY
Enchanted land has "◆: This land deals 1 damage to each creature and each player."

Oath of Ghouls EN R ••• 1◆ EX
During each player's upkeep, if there are more creature cards in that player's graveyard than in target opponent's graveyard, the player may return a creature card from his graveyard to his hand.

Oath of Lim-Dûl EN R ••• 3◆ IA
For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card. ◆◆: Draw a card.

Odylic Wraith SC U ••• 3◆ WL
Swampwalk. If Wraith damages any player, that player discards a card. 2/2.

Oppression EN R •• 1◆◆ UZ
Whenever a player successfully casts a spell, that player discards a card.

Order of the Ebon Hand SC C •••• 2◆ FE
Protection from white. 2◆: +1/+0. : First strike. 2/1.

Order of Yawgmoth SC U ••• 2◆◆ UZ
Cannot be blocked except by black or artifact creatures. Whenever Order deals damage to a player, that player discards a card. 2/2.

Ostracize SOR C ••• ◆ UL
Look at target opponent's hand and choose a creature card there. That player discards that card.

Oubliette EN C ••• 1◆◆ AN
Place target creature out of play. If Oubliette leaves play, creature returns tapped.

Outbreak SOR U ••• 3◆ PY
You may discard a swamp from your hand instead of paying Outbreak's mana cost. Choose a creature type. All creatures of that type get -1/-1 until end of turn.

Painful Memories SOR C •• 1◆ MG,6th
Look at opponent's hand and put one card on top of his library.

Paralyze EC C ••• ◆ L,U,R,4th,5th
Tap target creature. Target creature doesn't untap as normal. Its controller may spend 4 to untap the creature during upkeep.

Parallax Dementia EC C •• 1◆ NE
Fading: 1. Enchanted creature gets +3/+2. When Parallax Dementia leaves play, destroy enchanted creature. That creature can't be regenerated.

Parallax Nexus EN R •••• 2◆ NE
Fading: 5. Remove a fade counter from Parallax Nexus: Target opponent removes a card in his hand from the game. Play this ability only if you could play a sorcery. When Parallax Nexus leaves play, return to their owners' hands all cards removed from the game with Parallax Nexus.

Parasite Bond EC U •• 3◆ UZ
During upkeep of enchanted creature's controller, Bond deals 2 damage to that player.

Perish SOR U •••• 2◆ TM,6th
Bury all green creatures.

Persecute SOR R ••• 2◆◆ UZ
Choose a color. Look at target player's hand and discard all cards of the chosen color.

Pestilence EN U •••• 2◆◆ Basic,UZ
At the end of each turn, if no creatures are in play, sacrifice Pestilence. ◆: Deals 1 damage to each creature and player.

Pestilence Rats SC C •• 2◆ IA
" equals the number of other Rats in play. "/3.

Phantasmal Fiend SC C ••• 3◆ AI
◆: +1/-1 until end of turn. 1◆: Switch Fiend's power and toughness until end of turn. 1/5.

Phyrexian Boon EC C ••• 2◆ AI
If creature is black, it gets +2/+1; otherwise it gets -1/-2.

Phyrexian Broodlings SC C ••• 1◆◆ UL
1,Sacrifice a creature: Put a +1/+1 counter on Broodlings. 2/2.

Phyrexian Debaser SC C ••• 3◆ UL
Flying. ◆,Sacrifice: Target creature gets -2/-2 until end of turn. 2/2.

Phyrexian Defiler SC U ••• 2◆◆ UL
◆,Sacrifice: Target creature gets -3/-3 until end of turn. 3/3.

Phyrexian Denouncer SC C •• 1◆ UL
◆,Sacrifice: Target creature gets -1/-1 until end of turn. 1/1.

Phyrexian Driver SC C •• 2◆ NE
Mercenary. When Phyrexian Driver comes into play, all other Mercenaries get +1/+1 until end of turn. 1/1.

Phyrexian Ghoul SC C •••• 2◆ UZ
Sacrifice a creature: Ghoul gets +2/+2 until end of turn. 2/2.

Phyrexian Gremlins SC C •• 2◆ AQ
◆: Tap an artifact. As long as Gremlins are tapped, that artifact does not untap as normal. You may leave Gremlins tapped. 1/1.

Phyrexian Monitor SC C ••• 3◆ UD
◆: Regenerates. 2/2.

Phyrexian Negator SC R •• 2◆ UD
Trample. Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage deal to it. 5/5.

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Phyrexian Plaguelord SC R ••• 3◆◆ UL
◆,Sacrifice: Target creature gets -4/-4 until end of turn. Sacrifice a creature: Target creature gets -1/-1 until end of turn. 4/4.

Phyrexian Prowler SC U •• 3◆ NE
Mercenary. Fading: 3. Remove a fade counter from Phyrexian Prowler: Phyrexian Prowler gets +1/+1 until end of turn. 3/3.

Phyrexian Reclamation EN U ••• ◆ UL
1◆,Pay 2 life: Return target creature card from your graveyard to your hand.

Phyrexian Tribute SOR R • 2◆ MG
Sacrifice two creatures: Destroy target artifact.

Pillar Tombs of Aku EW R •• 2◆◆ VS
During each player's upkeep, that player sacrifices a creature, or that player loses 5 life and you bury Pillar Tombs of Aku.

Pit Imp SC C •• ◆ TM
Flying. ◆: Pit Imp gets +1/+0 until end of turn. You cannot spend more than ◆◆ in this way each turn. 0/1.

Pit Raptor SC U •• 2◆◆ PY
Flying, first strike. At the beginning of your upkeep, sacrifice Pit Raptor unless you pay 2◆◆. 4/3.

Pit Scorpion SC C •• 2◆ LG,4th,5th
If Scorpion damages opponent, he gets 1 poison counter. 1/1.

Pit Spawn SC R ••• 4◆◆ EX
First strike. During your upkeep, pay ◆◆ or sacrifice Spawn. If Spawn damages any creature, remove that creature from the game. 6/4.

Plague Beetle SC C •• ◆ UL
Swampwalk. 1/1.

Plague Dogs SC U ••• 4◆ UD
When Plague Dogs is put into a graveyard from play, all creatures get -1/-1 until end of turn. 2,Sacrifice: Draw a card.

Plague Fiend SC C •• 1◆ PY
Whenever Plague Fiend deals combat damage to a creature, destroy that creature unless its controller pays 2. 1/1.

Plague Rats SC C • 2◆ L,U,R,4th,5th
Power and toughness equal number of Plague Rats in play. "/".

Plague Wind SOR R •• 7◆◆ PY
Destroy all creatures you don't control. They can't be regenerated.

Plague Witch SC C ••• 1◆◆ NE
◆,◆,Discard a card from your hand: Target creature gets -1/-1 until end of turn. 1/1.

Plaguebearer SC R ••• 1◆ EX
◆◆◆: Destroy target nonblack creature with casting cost equal to X. 1/1.

Planar Void EN U •• ◆ UZ
Whenever a card is put into a graveyard, remove it from the game.

Pox SOR R ••• ◆◆◆ IA,5th
Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.

Pretender's Claim EC U •• 1◆ MM
Whenever enchanted creature becomes blocked, tap all lands defending play controls.

Priest of Gix SC U ••• 2◆ UZ
When Priest is successfully cast, add ◆◆◆ to your pool. 2/1.

Priest of Yawgmoth SC C • 1◆ AQ
◆,Sacrifice an artifact: Add ◆ equal to its cost to your pool. 1/2.

Primeval Shambler SC U ••• 4◆ MM
◆: Shambler gains +1/+1 until end of turn. 3/3.

Purraj of Urborg SL R ••• 3◆◆ MG
First strike when attacking. ◆: Put a +1/+1 counter on Purraj. Use only when a black spell is cast and only once for each spell. 2/3.

Putrefaction EN U ••• 4◆ MM
Whenever a player plays a white spell or green spell, that player discards a card from his hand.

Python SC C • 1◆◆ VS,6th
3/2. They reprinted this piece of crap? Why?!

Quagmire EN U • 2◆ LG
Creatures with swampwalk may be blocked as normal.

Quagmire Lamprey SC U •• 2◆ MM
Whenever Lamprey becomes blocked, put a -1/-1 counter on the blocking creature. 1/1.

Rabid Rats SC C •• 1◆ SH
◆: Target blocking creature gets -1/-1 until end of turn. 1/1.

Rag Man SC R •• 2◆◆ DK,4th,5th,6th
◆◆◆,◆: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.

Rain of Filth INS U •• ◆ UZ
Each land you control gains "Sacrifice: Add ◆ to your pool" until end of turn.

Rain of Tears SOR U ••• 1◆◆ TM,MM
Destroy target land.

Raise Dead SOR C •• ◆ Basic
Bring a creature from your graveyard into your hand.

Rampart Crawler SC C •• ◆ MM
Can't be blocked by walls. 1/1.

Rank and File SC U •• 2◆◆ UL
When Rank comes into play, all green creatures get -1/-1 until end of turn. 3/3.

Rapid Decay INS R •• 1◆ UD
Cycling 2. Remove from the game up to three target cards in a single graveyard.

Rathi Assassin SC R •••• 2◆◆ NE
Mercenary. 1◆◆,◆: Destroy target tapped nonblack creature. 3,◆: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. 2/2.

Rathi Fiend SC U •• 3◆ NE
Mercenary. When Rathi Fiend comes into play, each player loses 3 life. 3,◆: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. 2/2.

Rathi Intimidator SC C ••• 1◆◆ NE
Mercenary. Rathi Intimidator can't be blocked except by artifact creatures and black creatures. 2,◆: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. 2/1.

Rats of Rath SC C •• 1◆ TM
◆: Destroy target artifact, creature, or land you control. 2/1.

Ravenous Rats SC C ••• 1◆ UD
When Ravenous Rats comes into play, target opponent chooses and discards a card from his hand.

Ravenous Skirge SC C •• 2◆ UZ
Flying. When Skirge attacks, it gets +2/+0 until end of turn. 1/1.

Ravenous Vampire SC U •• 3◆◆ MG
Flying. During your upkeep, sacrifice a non-artifact creature and put a +1/+1 counter on Vampire, or tap Vampire. 3/3.

Razortooth Rats SC C •• 2◆ WL,6th
Cannot be blocked except by artifact creatures and black creatures. 2/1.

Reanimate SOR U ••• ◆ TM
Put target creature card from any graveyard into play under your control. Lose life equal to that creature's total casting cost.

Rebel Informer SC R •••• 2◆ PY
Rebel Informer can't be the target of spells or abilities. : Put target Rebel card on the bottom of its owner's library. 1/2.

NAME	KIND	CR	PR	COST	SETS

Reckless Spite INS U •• 1◆◆ TM
Destroy two nonblack creatures. Lose 5 life.

Reclusive Wight SC U • 3◆ UZ
During your upkeep, if you control any other nonland permanents, sacrifice Wight. 4/4.

Recurring Nightmare EN R •••• 2◆ EX
Sacrifice a creature, Return Nightmare to owner's hand: Put target creature card from your graveyard into play. Play as a sorcery.

Reign of Terror SOR U •• 3◆◆ MG
Bury all white or green creatures. Lose 2 life for each creature.

Reprocess SOR R ••• 2◆ UZ
Sacrifice any number of artifacts, creatures and/or lands and draw a card for each one sacrificed this way.

Restless Dead SC C ••• 1◆ MG
◆: Regenerate Restless Dead. 1/1.

Revenant SC R ••• 4◆ SH
Flying. Revenant has power and toughness each equal to the number of creature cards in your graveyard. "/".

Rhystic Syphon SOR U •• 3◆◆ PY
Unless target player pays 3, he or she loses 5 life and you gain 5 life.

Rhystic Tutor SOR R •••• 2◆ PY
Unless any player pays 2, search your library for a card, put that card into your hand, then shuffle your library.

Ritual of the Machine SOR R ••• 2◆◆ AI
Sacrifice a creature: Gain control of target non-black, non-artifact creature.

Rouse INS C •• 1◆ MM
If you control a swamp, you may pay 2 life instead of paying Rouse's cost. Target creature gains +2/+0 until end of turn.

Royal Assassin SC R •••• 1◆◆ L,U,R,4th
◆: Destroy target tapped creature. 1/1.

Sacrifice INS U • ◆ L,U,R
Sacrifice a creature: Add ◆ equal to that creature's casting cost to your pool.

Sadistic Glee EC C •• ◆ TM
Whenever any creature is put into any graveyard from play, put a +1/+1 counter on enchanted creature.

Sanguine Guard SC U ••• 1◆◆ UZ
First strike. 2◆: Regenerate. 2/2.

Sarcomancy EN R •• ◆ TM
Put a 2/2 black Zombie token into play. During your upkeep, if there are no Zombies in play, Sarcomancy deals 1 damage to you.

Scandalmonger SC U ••• 3◆ MM
2: Target player discards a card from his hand. Any player may play this ability, but only if he could play a sorcery.

Scare Tactics INS C •• ◆ EX
All creatures you control get +1/+0 until end of turn.

Scathe Zombies SC C • 2◆ Basic
2/2. Zzzzzz...

Scavenging Ghoul SC U •• 3◆ L,U,R,4th
At the end of turn, add a counter for each other creature placed in the graveyard that turn. Discard a counter: Regenerate Ghoul. 2/2.

Scent of Nightshade INS C ••• 1◆ UD
Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way.

NAME	KIND	CR	PR	COST	SETS

If target creature is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage.

Sewer Rats SC C ••• ◆ MG
◆,Pay 1 life: +1/+0 until end of turn. You cannot spend more than ◆◆◆ in this way each turn. 1/1.

Shadow Guildmage SC C ••• ◆ MG
4◆: Put target creature you control on top of owner's library. 2◆,◆: Deal 1 damage to any target and 1 damage to you. 1/1.

Shadow Rider SC C •• 2◆◆ WL
Flanking. 3/3.

Shallow Grave INS R •••• 1◆ MG
Put top creature from your graveyard into play. Creature has haste and is removed from game at end of any turn.

Shattered Crypt SOR C •• X◆◆ WL
Return X creatures from your graveyard to your hand and lose X life.

Shauku, Endbringer SL R •• 5◆◆ MG
Flying. Shauku cannot attack if there is another creature in play. During your upkeep, lose 3 life. ◆: Remove target creature from the game and put a +1/+1 counter on Shauku. 5/5.

Shimian Night Stalker SC U ••• 3◆◆ L,G,CH
◆◆: Redirect damage done to you by an attacking creature to Stalker. 4/4.

Sick and Tired INS C •• 2◆ UL
Two target creatures each get -1/-1 until end of turn.

Sicken EC C ••• ◆ UZ
Enchanted creature gets -1/-1. Cycling 2.

Silent Assassin SC R •• 2◆ MM
3◆: Destroy target blocking creature at end of combat. 2/1.

Simulacrum INS U ••• 1◆ L,U,R,4th
Redirect all damage done to you this turn to one of your creatures.

Sinkhole SOR C ••• 2◆ L,U
Destroy target land.

Skeleton Scavengers SC R ••• 2◆ SH
Scavengers comes into play with one +1/+1 counter on it. Pay 1 for each +1/+1 counter on Scavengers: Regenerate Scavengers and put a +1/+1 counter on it. 0/0.

Skirge Familiar SC U •• 4◆ UZ
Flying. Choose and discard a card: Add ◆ to your pool. 3/2.

Skittering Horror SC C ••• 2◆ UD
When you play a creature spell, sacrifice Skittering Horror. 4/3.

Skittering Skirge SC C ••• 2◆ UZ
Flying. When you successfully cast a creature spell, sacrifice Skirge. 3/2.

Skulking Fugitive SC C •• 2◆ MM
When Fugitive becomes the target of a spell or ability, sacrifice Fugitive. 3/4.

Skulking Ghost SC C •• 1◆ MG
Flying. If Ghost is the target of a spell or effect, bury Ghost. 2/1.

Skyshroud Vampire SC U ••• 3◆◆ TM
Flying. Discard a creature card: Vampire gets +2/+2 until end of turn. 3/3.

Slaughter INS U ••• 2◆◆ EX
Buyback–Pay 4 life. Bury target nonblack creature.

Sleeper Agent SC R •• ◆ UZ
When Agent comes into play, opponent gains control of it. During its controller's upkeep, Agent deals 2 damage to its controller. 3/3.

Sleeper's Guile EC C •• 2◆ UL

KILLER COMBOS





NATURAL AFFINITY AND CONGREGATE: Who needs Blessed Wind when you can gain lots more life with this combo? By the time you have the mana to pull off this combo, you'll probably get around 30 life.

Screeching Harpy	SC	U	•••	2◆◆	TM
Flying. 1◆: Regenerate Screeching Harpy. 2/2.					
Seal of Doom	EN	C	••••	2◆	NE
Sacrifice Seal of Doom: Destroy target nonblack creature. It can't be regenerated.					
Season of the Witch	EN	R	•	◆◆◆	DK
At end of each player's turn, bury all untapped creatures that could have attacked but didn't. Pay 2 life during upkeep or Season is destroyed.					
Seizures	EC	C	••	1◆	IA
When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him.					
Sengir Autocrat	SC	R	•••	3◆	HL,5th,6th
When Autocrat comes into play, put three 0/1 evil black smurf tokens into play. 2/2. All hail Gargamel!!					
Sengir Bats	SC	C	••	1◆◆	HL
Flying. For each creature put into the graveyard in the same turn that it was damaged by Bats, Bats receive +1/+1. 1/2.					
Sengir Vampire	SC	U	••••	3◆◆	L,U,R,4th
Flying. For each creature put into the graveyard in the same turn that it was damaged by Vampire, Vampire receives +1/+1. 4/4.					
Serpent Warrior	SC	C	•	2◆	SH
When Serpent Warrior comes into play, lose 3 life. 3/3.					
Servant of Volrath	SC	C	•	2◆	TM
If Servant of Volrath leaves play, sacrifice a creature. 3/3.					
Sever Soul	SOR	C	•••	3◆◆	MM
Bury target nonblack creature. You gain life equal to its toughness.					
Sewers of Estark	INS	R	••	2◆◆	PR
Enchanted creature cannot be blocked except by artifact creatures and black creatures. When Sleeper's Guile is put into a graveyard from play, return Sleeper's Guile to owner's hand.					
Slinking Skirge	SC	U	•••	3◆	UD
Flying. 2,Sacrifice: Draw a card. 2/1.					
Snuff Out	INS	C	•••	3◆	MM
If you control a swamp, you may pay 4 life instead of paying Snuff Out's mana cost. Bury target nonblack creature.					
Soldevi Adnate	SC	C	••	1◆	AI
◆,Sacrifice a black or artifact creature: Add an amount of ◆ equal to that creature's casting cost to your mana pool. 1/2.					
Songs of the Damned	INS	C	••	◆	IA
Add ◆ to your mana pool for every creature in your graveyard.					
Sorceress Queen	SOR	U	•••	1◆◆	AN,R,4th,5th
◆: Target creature becomes 0/2 until end of turn. 1/1.					
Soul Burn	SOR	C	•••	2◆	IA
Do one damage to any target for each ◆ or ◆ spent above the casting cost. Gain one life for each ◆ spent in this way.					
Soul Channeling	EC	C	••	2◆	MM
Pay 2 life: Regenerate enchanted creature.					
Soul Exchange	SOR	U	••	◆◆	FE
Remove a creature you control from the game: Put a creature from your graveyard into play. Add a +2/+2 counter if you sacrificed a Thrull.					
Soul Feast	SOR	U	••	3◆◆	UD
Target player loses 4 life and you gain 4 life.					
Soul Kiss	EC	C	•••	2◆	IA

MAGIC FACT **"God packs" may be long gone, but many people have opened *Prophecy* boosters that contained nothing but foil cards. Sweet!**

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact	**EA** Enchant Artifact	**EN** Enchantment	**LAN** Land	**SC** Summon Creature
AC Artifact Creature	**EC** Enchant Creature	**EW** Enchant World	**LL** Legendary Land	**SL** Summon Legend
CR Current Rarity	**EL** Enchant Land	**INS** Instant	**MS** Mana Source	**SOR** Sorcery

NAME	KIND	CR	PR	COST	SETS

{T}: Pay one life to give enchanted creature +2/+2 until end of turn. You may spend no more than {W}{W}{W} each turn.
Soul Rend INS U ••• {1}{B} MG
Bury target white creature. Cantrip.
Soul Strings SOR C ••• {X}{B} PY
Return two target creature cards from your graveyard to your hand unless any player pays X.
Souldrinker SC U ••• {3}{B} TM
Pay 3 life: Put a +1/+1 counter on Souldrinker. 2/2.
Soulshriek INS C •• {B} MG
Target creature you control gets +*/+0 until end of turn, where * is the number of creature in your graveyard. Bury creature at end of turn.
Specter's Wail SOR C ••• {1}{B} MM
Target player discards a card at random from his hand.
Spike Cannibal SC U •• {1}{B}{B} EX
Comes into play with one +1/+1 counter. When Cannibal comes into play, move all +1/+1 counters from all creatures onto Cannibal. 0/0.
Spinal Graft EC C •• {1}{B} TM
Enchanted creature gets +3/+3. If enchanted creature is the target of a spell or ability, bury it.
Spined Fluke SC U ••• {2}{B} UZ
When Fluke comes into play, sacrifice a creature. {B}: Regenerate. 5/1.
Spineless Thug SC C •• {1}{B} NE
Mercenary. Spineless Thug can't block. 2/2.
Spinning Darkness INS C ••• {1}{B}{B} WL
You may remove the top 3 black cards in your graveyard from the game instead of paying casting cost. Do 3 damage to target nonblack creature. Gain 3 life.
Spirit of the Night SL R ••• {5}{B}{B}{B} MG
Flying, trample, protection from black, haste. First strike when attacking. 6/5.
Spirit Shackle EC U •• {B}{B} LG,4th
Put a -0/-2 counter on target creature every time it becomes tapped.
Spiteful Bully SC C •• {1}{B} NE
Mercenary. At the beginning of your upkeep, Spiteful Bully deals 3 damage to target creature you control. 3/3.
Spoils of Evil INS R •• {2}{B} IA
Add {B} to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.
Spoils of War SOR R ••• {X}{B} IA
Put X +1/+1 counters on any number of creatures. X is equal to the number of creatures and artifacts in opponent's graveyard.
Squirming Mass SC C •• {1}{B} UD
Can't be blocked except by artifact and black creatures. 1/1.
Steal Strength INS C ••• {1}{B} PY
Target creature gets +1/+1 until end of turn. Another target creature gets -1/-1 until end of turn.
Stench of Decay INS C •• {1}{B}{B} AI
All non-artifact creatures get -1/-1 until end of turn.
Stench of Evil SOR U ••• {2}{B}{B} IA
Destroy all plains. Each player takes one damage for each plains he loses, but may pay {B} for each point he wishes to prevent.
Stone-Throwing Devils SC C •• {B} AN
First strike. 1/1.
Strands of Night EN U •• {2}{B}{B} WL,6th
{B}{B},Pay 2 life, Sacrifice a swamp: Put target creature card from your graveyard into play.
Stromgald Cabal SC R ••• {1}{B}{B} IA,5th,6th
{B},Pay 1 life: Counter target spell if it is white. 2/2.
Stromgald Spy SC U •• {3}{B} AI
If Spy attacks and is not blocked, you may have it deal no damage to make defending player play with his hand face up on the table. 2/4.
Stronghold Assassin SC R ••• {1}{B}{B} SH
{B},Sacrifice a creature: Destroy target nonblack creature. 2/1.
Stronghold Discipline SOR C •• {2}{B}{B} NE
Each player loses 1 life for each creature he or she controls
Stronghold Taskmaster SC U •• {2}{B}{B} SH
All other black creatures get -1/-1. 4/3.
Strongarm Thug SC U •• {2}{B} MM
When Thug comes into play, you may return a Mercenary card from your graveyard to your hand. 1/1.
Stupor SOR U •••• {2}{B} MG,6th
Opponent discards a card at random, then chooses and discards a card.
Subversion EN R •• {3}{B}{B} UL
During your upkeep, each of your opponents loses 1 life. Gain 1 life for each 1 life lost this way.
Suq'Ata Assassin SC U •• {1}{B}{B} VS
Assassin cannot be blocked except by artifact or black creatures. If Assassin attacks and is not blocked, defending player gets a poison counter. 1/1.
Swamp Mosquito SC C •• {1}{B} AI
Flying. If Mosquito is not blocked, defender gets a poison counter. 0/1.
Swat INS C •• {1}{B}{B} UL
Destroy target creature with power 2 or less. Cycling {2}.
Syphon Soul SOR C •• {2}{B} LG,6th
Do 2 damage to all players except caster. Gain life equal to total damage dealt.
Tainted Æther EN R •• {2}{B}{B} UZ
Whenever a creature comes into play, its controller sacrifices a creature or land.
Tainted Specter SC R •• {3}{B} MG
Flying. {1}{B}{B},{B}: Target chooses a card from his hand and then either discards it or puts it on top of his library. If it is discarded, Specter deals 1 damage to each creature and player. Play as a sorcery. 2/2.
Takklemaggot EC U •• {2}{B}{B} LG, CH
Give target a -0/-1 counter during controller's upkeep. If creature dies, controller chooses a new target. If no target, Takklemaggot becomes an enchantment and does 1 damage during upkeep to its last controller.
Tar Pit Warrior SC C •• {2}{B} VS
If Warrior is the target of a spell or effect, bury Warrior. 3/4.
Tendrils of Despair SOR C • {B} WL
Sacrifice a creature: Target opponent discards two cards.
Terror INS C ••• {1}{B} Basic
Bury target creature. Cannot target black or artifact creatures.
Tethered Skirge SC U •• {2}{B} UL
Flying. Whenever Skirge becomes the target of a spell or ability, lose 1 life. 2/2.
Thrashing Wumpus SC R ••• {3}{B}{B} MM
{B}: Wumpus deals 1 damage to each creature and player. 3/3.
Thrull Champion SC R •• {4}{B} FE
All Thrulls get +1/+1. {B}: Take control of target Thrull. When Champion leaves your control or play, you lose control of it. 2/2.
Thrull Retainer EC U ••• {B} FE,5th
Enchanted creature gains +1/+1. Sacrifice: Regenerate enchanted creature.
Thrull Surgeon SC C •• {1}{B} EX
{1}{B},Sacrifice: Look at target player's hand and choose and discard one of those cards. Play as a sorcery. 1/1.
Thrull Wizard SC U •• {2}{B} FE
{1}{B}: Counter black spell unless caster pays an additional {B} or {3}. 1/1.
•**Timmerian Fiends** SC R • {1}{B}{B} HL
{B}{B}{B},Sacrifice: Bury target opponent's artifact and put it in your graveyard. Put Fiends into his graveyard. This change is permanent. Opponent may ante an additional card to counter this effect. 1/1.
Tombstone Stairwell EW R ••• {2}{B}{B} MG
Cumulative Upkeep: {1}{B}. During each player's upkeep, he puts into play a token for each creature in his graveyard. Tokens are 2/2 black zombies with haste. Bury tokens at the end of any turn.
Torment EC C •• {1}{B} SH
Enchanted creature gets -3/-0.
Torture EC C •• {B} HL,5th
{1}{B}: Place a -1/-1 token on creature Torture enchants.
Tortured Existence EN C •• {B} SH
{B},Choose and discard a creature card: Return target creature card from your graveyard to your hand.
Touch of Darkness INS U • {B} LG
Change the color of one or more creatures to black until end of turn.
Touch of Death SOR C •• {2}{B} IA,5th
Do 1 damage to any player and gain 1 life. Cantrip.
Tourach's Chant EN U •• {1}{B}{B} FE
Whenever a player puts a forest into play Tourach's Chant deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.
Tourach's Gate EL R • {1}{B}{B} FE
Sacrifice a Thrull: Put three counters on target land. Remove a counter during upkeep, burying Gate when there it has no counters. {T},Tap enchanted land: All your attacking creatures gain +2/-1 until end of turn.
Transmutation INS C ••• {1}{B} LG,CH
Target creature's power and toughness are switched until end of turn.
Treacherous Link EC U •• {1}{B} UL
Redirect to its controller all damage dealt to enchanted creature.
Twisted Experiment EC C ••• {1}{B} UD
Enchanted creature gets +3/-1.
Uncle Istvan SC U •• {1}{B}{B}{B} DK,4th
All damage done to Uncle Istvan by creatures is reduced to zero. 1/3.
Undertaker SC C ••• {1}{B} MM
{B},{B},Discard a card: Return target creature card from your graveyard to your hand. 1/1.
Underworld Dreams EN U •••• {3}{B}{B} LG
Do 1 damage to opponent for each card he draws.
Bury target nonblack creature. Lose life equal to its toughness.
Vicious Hunger SOR C ••• {2}{B} NE
Vicious Hunger deals 2 damage to target creature. You gain 2 life.
Victimize SOR U ••• {2}{B} UZ
Choose two target creature cards in your graveyard. Sacrifice a creature and put the two chosen creatures into play tapped.
Vile Requiem EN U ••• {2}{B}{B} UZ
During your upkeep, you may put a counter on Requiem. {B},Sacrifice: Bury up to X target nonblack creatures, where X is the number of counters on Requiem.
Volrath the Fallen SL R ••• {3}{B}{B}{B} NE
{1}{B},Discard a creature card from your hand: Volrath the Fallen gets +X/+X until end of turn, where X is the converted mana cost of the discarded card. 6/4.
Volrath's Dungeon EN R •• {2}{B}{B} EX
Any player may pay 5 life during his turn to destroy Volrath's Dungeon. Choose and discard a card: Target player chooses a card in his hand and puts that card on top of his library. Play this ability as a sorcery.
Wake of Vultures SC C •• {3}{B} VS
Flying, {1}{B},Sacrifice a creature: Regenerate Vultures. 3/1.
Walking Dead SC C ••• {1}{B} LG
{B}: Regenerate Walking Dead. 1/1.
Wall of Bone SC U •• {2}{B} L,U,R,4th,5th
{B}: Regenerate Wall of Bone. 1/4.
Wall of Corpses SC C •• {1}{B} MG
{B},Sacrifice Wall: Destroy target creature blocked by Wall. 0/2.
Wall of Distortion SC C ••• {2}{B}{B} MM
{2}{B},{B}: Target player discards a card. Play as a sorcery. 1/3.
Wall of Putrid Flesh SC U •• {2}{B} LG
Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.
Wall of Shadows SC C •• {1}{B}{B} LG,CH
Damage done to Wall by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. Effects like what? Tunnel? Glyph of Delusion?! 0/1.
Wall of Souls SC U ••• {1}{B} SH
Whenever Wall of Souls is dealt combat damage, it deals an equal amount of damage to target opponent. 0/4.
they were in your hand. Cards put into your graveyard this turn are removed from the game.
Zombie Master SC R •• {1}{B}{B} Basic
All zombies in play gain swampwalk and "{B}: Regenerate." 2/3.
Zombie Mob SC U •• {2}{B}{B} MG
Comes into play with one +1/+1 counter for each creature in your graveyard. Remove all of those cards from the game. 2/0.
Zombie Scavengers SC C ••• {2}{B} WL
Remove the top card in your graveyard from the game: Regenerate. 3/1.

BLUE

Abduction EC U ••• {2}{U}{U} WL,6th
Untap enchanted creature and gain control of it. If creature is put into any graveyard, put that creature into play under owner's control.
Abjure INS C •• {U} WL
Sacrifice a blue permanent: Counter target spell.
Academy Researchers SC U ••• {1}{U} UZ
When Researchers comes into play, you may choose an enchant creature card in your hand and put it on Researchers. 2/2.
Accumulated Knowledge INS C •••• {1}{U} NE
Draw a card. Draw an additional number of cards equal to the number of Accumulated Knowledge cards in all graveyards.
Acid Rain SOR R ••• {3}{U} LG
Destroy all forests in play.
Aerial Caravan SC R ••• {4}{U}{U} MM
Flying. {1}{U}{U}: Remove the top card of your library from the game. Until end of turn, you may play that card as though it were in your hand. 4/3.
Æther Storm EN U •• {3}{U} HL,5th
No summon spells may be cast. Anyone may pay 4 life to bury Storm.
Aether Barrier EN R •• {2}{U} NE
Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays {1}.
Æther Tide SOR C • {X}{U} EX
Discard X creature cards: Return X target creatures to owner's hand.
Air Bladder EC C •• {U} NE
Enchanted creature has flying. Enchanted creature may block only creatures with flying.
Air Elemental SC U ••• {3}{U}{U} Basic
Flying. 4/4.
Alexi, Zephyr Mage SL R ••• {3}{U}{U} PY
{X}{U},{T}: Discard two cards from your hand: Return X target creatures to their owners' hands. 3/3.
Alexi's Cloak EC C ••• {1}{U} PY
You may play Alexi's Cloak any time you could play an instant. Enchanted creature can't be the target of spells or abilities.
Amnesia SOR U •••• {3}{U}{U} DK
Look at target player's hand. Target discards all non-land cards.
Ancestral Knowledge EN R •••• {1}{U} WL
CU: {1}: Look at the top ten cards of your library, then remove any number of them from the game and put the rest back on top of your library in any order. If Ancestral Knowledge leaves play, shuffle your library.
Ancestral Memories· SOR R •• {2}{U}{U}{U} MG,6th
Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.
•**Ancestral Recall** INS R ••••• {U} LU
Target player draws three cards.
Animate Artifact EA U •• {3}{U} L,U,R,4th
Target non-creature artifact also becomes an artifact creature with power and toughness equaling its casting cost.
Annul INS C ••• {U} UZ
Counter target artifact or enchantment spell
Anthroplasm SC R •• {2}{U}{U} UL
Comes into play with two +1/+1 counters. {X}{U}: Remove all +1/+1 counters from Anthroplasm and put X +1/+1 counters on it. 0/0.
Anti-Magic Aura EC C ••• {2}{U} LG,5th
Destroy all enchantments on target creature. Enchanted creature cannot be targeted by any other instants, sorceries or enchantments.
Apathy EC C •• {U} WL
Enchanted creature does not untap during its controller's untap step. During the upkeep of enchanted creature's controller, that player may discard a card at random to untap that creature.
Apprentice Wizard SC C •• {1}{U}{U} DK,4th
{U},{T}: Add {B} to your mana pool. 0/1.
Arcane Denial INS C ••• {1}{U} AI
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn. Cantrip.
Arcane Laboratory EN U ••• {2}{U} UZ
Each player cannot play more than one spell each turn.
Archivist SC R ••• {2}{U}{U} UL
{T}: Draw a card. 1/1.
Argivian Restoration SOR U •• {2}{U}{U} WL
Put target artifact card from your graveyard into play.
Arrogant Wurm SC C •• {3}{U} LG
{1}{U}: Target creature gains flying until end of turn.
Artifact Ascent EN •• {1}{U}{U} IA
CU: {U}{U}: Target creature gains flying until end of turn.
Attunement SC R •• {2}{U} UZ
Return to your hand: Draw three cards, then discard four cards.
Aura Flux EN C •• {2}{U} UL
Each other enchantment gains "During your upkeep, pay {2} or sacrifice this enchantment."
Aura Thief SC R ••• {3}{U} UD
Flying. When Aura Thief is put into a graveyard from play, you gain control of all enchantments. 2/2.
Avatar of Will SC R •••• {6}{U}{U} PY
Flying. If an opponent has no cards in hand, Avatar of Will costs {6} less to play. 5/6.
Avizoa SC R •• {3}{U} WL
Flying. Skip your next untap step: Avizoa gets +2/+2 until end of turn. Use this ability only once each turn. 2/2.
Awesome Presence EC C •• {U} AI
Enchanted creature can't be blocked unless defending player pays an additional {3} for each creature assigned to block it.
Azimaet Drake SC C •• {2}{U} MG
Flying. {U}: +1/+0 until end of turn. You cannot spend more than {U} in this way each turn. 1/3.
Azure Drake SC U ••• {3}{U} LG,CH,5th
Flying. 2/4.
Back to Basics EN R •• {2}{U} UZ
Nonbasic lands do not untap during their controllers' untap steps.
Backfire EC U •• {U} LG,4th
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.
Baki's Curse SOR R • {2}{U}{U} HL
Do 2 damage to each creature for each enchantment on that creature.
Baldurian Conjurer SC U •• {1}{U} IA
{T}: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.
Baldurian Shaman SC C •• {1}{U} IA
{T}: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: {1}. 1/1.
Balloon Peddler SC C •• {2}{U} MM
{U},{T}:Discard a card: Target gains flying until end of turn. 2/2.
Barrin, Master Wizard SC R ••• {1}{U}{U} UZ
{2},Sacrifice a permanent: Return target creature to owner's hand. 1/1.
Bay Falcon SC C ••• {1}{U} MG

STUMPERS



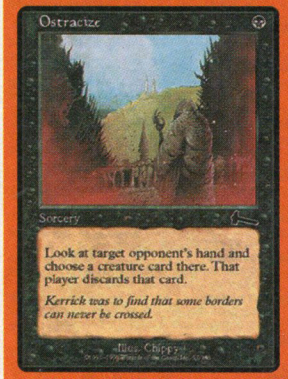
Q: What happens if I attack with two Taunting Elves?
Jonathan Koren, Cyberspace

A: ***For each untapped creature he controls, your opponent will decide which Elf he wants to block. If he has a creature that can block multiple creatures, such as Two-Headed Dragon, he'll have to use it to block both elves.***

Magic The Gathering® Players Guide

NAME	KIND	CR	PR	COST	SETS
Political Trickery	SOR	R	•••	2🔵	MG
Exchange control of one of your lands for one of opponent's.					
Polymorph	SOR	R	•••	3🔵	MG,6th
Bury target creature. Its controller reveals cards from top of his library until a creature card is revealed, then puts the creature into play under his control as if it were just played. The player shuffles all other revealed cards into library.					
Port Inspector	SC	C	••	1🔵	MM
Whenever Inspector becomes blocked, you may look at defending player's hand. 1/2.					
Portent	SOR	C	••	🔵	IA,5th
Look at the top 3 cards of target player's library. Either shuffle that library or put the cards back on top in any order. Cantrip.					
Power Artifact	EA	U	••	🔵🔵	AQ
Reduce the activation cost of a target artifact by 2, min. 1.					
Power Leak	EE	C	•	1🔵	L,U,R,4th
Enchantment's controller must pay 2 during upkeep or Power Leak does 1 damage to him for each unpaid mana.					
Power Sink	INS	U	••••	X🔵 Basic,IA,MG,TM,UZ	
Counter target spell unless its caster spends X. Spell's caster must spend all mana from lands and mana pool until X is met.					
Power Taint	EE	C	••	1🔵	UZ
During the upkeep of enchanted enchantment's controller, that player pays 2 or loses 2 life. Cycling 2.					
Precognition	EN	R	•••	4🔵	TM
During your upkeep, look at the top card of target opponent's library. You may then put that card on the bottom of his library.					
Prismatic Lace	INS	R	••	🔵	MG
Target permanent becomes the color(s) of your choice.					
Private Research	EC	U	•••	🔵	UD
At the beginning of your upkeep, you may put a counter on Research. When enchanted creature is put into graveyard, draw a card for each counter.					
Prodigal Sorcerer	SC	C	•••	2🔵	Basic
🔵: Deals 1 damage to target creature or player. 1/1.					
Propaganda	EN	U	•••	2🔵	TM
Each turn, each creature cannot attack unless its controller pays an additional 2 for that creature.					
Prosperity	SOR	U	•••	X🔵	VS,6th
Each player draws X cards.					
Psionic Blast	INS	U	••••	2🔵	L,U
Do 4 damage to any target and 2 damage to you.					
Psionic Entity	SC	R	••	4🔵	LG,4th
🔵: Do 2 damage to any target and 3 damage to itself. 2/2.					
Psychic Allergy	EN	R	••	3🔵🔵	DK
Choose a color when cast. Do 1 damage for each card of this color an opponent controls during his upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.					
Psychic Purge	SOR	C	••	🔵	LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent loses 5 life.					
Psychic Theft	SOR	R	••	1🔵	PY
Look at target player's hand, choose an instant or sorcery card from it, and remove that card from the game. You may play the card as though it were in your hand as long as the card remains removed from the game. At end of turn, if you haven't played the card, return it to its owner's hand.					
Psychic Transfer	SOR	R	••	4🔵	MG,6th
Compare your life total with target player. If the difference is 5 or less and you have at least 1 life, exchange life totals with that player.					
Psychic Venom	EL	C	••	1🔵	Basic
Do 2 damage to target land's controller whenever the land is tapped.					
Psychic Vortex	EN	R	••	2🔵🔵	WL
CU: Draw a card. At the end of each of your turns, sacrifice a land and discard your hand.					
Puppet Master	EC	U	••	🔵🔵🔵	LG, CH
If creature goes to the graveyard, return it to its owner's hand and you may pay 🔵🔵🔵 to return Master to its owner's hand.					
Quash	INS	U	•••	2🔵🔵	UD
Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game.					
Quicksilver Wall	SC	U	••	2🔵	PY
🔵: Return Wall to its owner's hand. Any player may do this. 1/6.					
Rainbow Efreet	SC	R	•••	3🔵	VS
Flying. 🔵🔵: Rainbow Efreet phases out. 3/1.					
Ransack	SOR	U	•••	3🔵	SH
Look at the top five cards of target player's library. Put any number of those cards on the bottom of that library in any order and the rest on top					
Raven Familiar	SC	U	•••	2🔵	UL
Flying; echo. When Familiar comes into play, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. 1/2.					
Ray of Command	INS	C	•••	3🔵	IA,MG,5th
Untap target creature controlled by opponent and take control of it until end of turn. Creature has haste this turn.					
Ray of Erasure	INS	C	•	🔵	IA
Target player puts the top card of his library in his graveyard. Cantrip.					
Rayne, Academy Chancellor	SL	R	•••	2🔵	UD
Whenever you or a permanent you control is the target of a spell or ability controlled by one of your opponents, you may draw a card, and if Rayne is enchanted, you may draw another card. 1/1.					
Reality Ripple	INS	C	••	1🔵	MG
Target artifact, creature, or land phases out.					
Reality Twist	EN	R	••	4🔵🔵	IA
CU: 1🔵🔵: Instead of their normal mana, plains produce 🔵, swamps produce 💀, mountains produce ✱, and forests produce 🟢.					
Rebound	INS	U	••	1🔵	SH
Target spell, which targets a single player, targets a player of your choice instead.					
Rebuild	INS	U	••	2🔵	UL
Return all artifacts to owners' hands. Cycling 2.					
•Recall	SOR	R	••••	X🔵 L,G,CH,5th,6th	
Discard X cards to bring X cards from your graveyard into your hand, then remove Recall from game.					
Recantation	EN	R	••	3🔵🔵	UZ
During your upkeep, you may put a counter on Recantation. 🔵Sacrifice: Return up to X target permanents to owner's hand, where X is the number of counters on Recantation.					
Reconstruction	SOR	C	••	🔵	AQ,R
Bring an artifact from your graveyard into your hand.					
Reef Pirates	SC	C	••	1🔵🔵	HL,5th
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2.					
Reins of Power	INS	R	•••	2🔵🔵	SH
You and target opponent each untap and gain control of all creatures the other controls until end of turn. Exchanged creatures have haste this turn.					
Relearn	SOR	U	•••	1🔵🔵	WL,6th
Return target instant, interrupt or sorcery from your graveyard to your hand.					
Relic Bind	EA	R	••	2🔵	LG,4th
Play on one of your opponent's artifacts. When target artifact is tapped, you may do 1 damage or give 1 life to any player.					
Remove Soul	INS	C	•••	1🔵	LG,CH,5th,6th
Counter target summon spell.					
Rescind	INS	C	••	1🔵🔵	UZ
Return target permanent to owner's hand. Cycling 2.					
Rescue	INS	C	•••	🔵	UD
Return target permanent you control to its owner's hand.					
Reset	INS	U	••	🔵🔵	LG
Untap all your lands. May only be played during opponent's turn.					
Rethink	INS	C	••••	2🔵	PY
Counter target spell unless its controller pays X, where X is its converted mana cost.					
Reveka, Wizard Savant	SL	R	••	2🔵🔵	HL
🔵: Do 2 damage to any target. Reveka does not untap next turn. 0/1.					
Reverberation	INS	R	••	2🔵🔵	LG
Redirect all damage done by target sorcery to its caster.					
Rewind	INS	C	••••	2🔵🔵	UZ
Counter target spell. Untap up to four lands.					
Rhystic Deluge	EN	C	•••	2🔵	PY
🔵: Tap target creature unless its controller pays 1.					
Rhystic Scrying	SOR	U	••••	2🔵🔵	PY
Draw three cards. Then, if any player pays 2, discard three cards from your hand.					
Rhystic Study	EN	C	•••	2🔵	PY
Whenever an opponent plays a spell, you may draw a card unless that player pays 1.					
Ribbon Snake	SC	C	••	1🔵🔵	PY
Flying. 2: Ribbon Snake loses flying until end of turn. Any player may play this ability. 2/3.					
Riptide	INS	C	•	🔵	DK
Tap all blue creatures.					
Rising Waters	EN	R	•••	3🔵	NE
Lands don't untap during their controllers' untap steps. At the beginning of each player's upkeep, that player untaps a land he or she controls.					
Rishadan Airship	SC	C	••	2🔵	MM
Flying. Airship may block only creatures with flying. 3/1.					
Rishadan Brigand	SC	R	•••	4🔵	MM
Flying. When Brigand comes into play, each opponent sacrifices a permanent unless he pays 3. Brigand may block only creatures with flying. 3/2.					
Rishadan Cutpurse	SC	C	••	2🔵	MM
When Cutpurse comes into play, each opponent sacrifices a permanent unless he pays 1. 1/1.					
Rishadan Footpad	SC	U	•••	3🔵	MM
When Footpad comes into play, each opponent sacrifices a permanent unless he pays 2. 2/2.					
River Merfolk	SC	R	•••	2🔵	FE
🔵: Merfolk gain mountainwalk until end of turn. 2/1.					
Robe of Mirrors	EC	C	•••	🔵	EX
Enchanted creature cannot be the target of spells or abilities.					
Rootwater Lammanda	SC	C	•••	2🔵	NE
Islandwalk. 2/2.					
Rootwater Diver	SC	U	••	🔵	TM
🔵 Sacrifice: Return target artifact from your graveyard to your hand. 1/1.					
Rootwater Hunter	SC	C	•••	2🔵	TM
🔵: Deals 1 damage to target creature or player. 1/1.					
Rootwater Matriarch	SC	R	••	2🔵🔵	TM
🔵: Gain control of target creature as long as that creature has any enchantments on it. 2/3.					
Rootwater Mystic	SC	C	••	🔵	EX
1🔵: Look at the top card of target player's library. 1/1.					
Rootwater Shaman	SC	R	•••	2🔵	TM
You may play creature enchantments as instants. 2/2.					
Rootwater Thief	SC	R	•••	1🔵	NE
🔵: Rootwater Thief gains flying until end of turn. Whenever Rootwater Thief deals combat damage to a player, you may pay 2. If you do, search that player's library for a card and remove that card from the game, then the player shuffles his library. 1/2.					
Sage of Lat-Nam	SC	C	•••	1🔵	AQ
🔵 Sacrifice an artifact: Draw a card. 1/1.					
Sage Owl	SC	C	••	1🔵	WL,6th
Flying. When Sage Owl comes into play, look at the top four cards of your library and put them back in any order. 1/1.					
Sailmonger	SC	U	••	3🔵	MM
2: Target creature gains flying until end of turn. Any player may use this ability. 3/3.					
Sand Squid	SC	R	•••	3🔵	MM
Islandwalk. You may choose not to untap Squid during your untap step. 🔵: Tap target creature. That creature does not untap as long as Squid remains tapped. 2/2.					
Sandbar Crocodile	SC	C	••	4🔵	MG
Phasing. 6/5.					
Sandbar Merfolk	SC	C	••	🔵	UZ
Cycling 2. 1/1. Exactly when *wouldn't* you cycle this card?					
Sandbar Serpent	SC	U	••	4🔵	UZ
Cycling 2. 3/4.					
Sapphire Charm	INS	C	•••	🔵	MG
Choose one—Target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls phases out; or target creature gains flying until end of turn.					
Saprazzan Bailiff	SC	R	••	3🔵🔵	MM
When Bailiff comes into play, remove all artifact and enchantment cards in all graveyards from the game. When Bailiff leaves play, return all artifact and enchantment cards from all graveyards to their owners' hands. 2/2.					
Saprazzan Breaker	SC	U	••	4🔵	MM
🔵: Put the top card of your library into your graveyard. If that card is a land, Breaker is unblockable this turn. 3/3.					
Saprazzan Heir	SC	R	•••	1🔵	MM
Whenever Heir becomes blocked, you may draw three cards. 1/1.					
Saprazzan Legate	SC	U	••	3🔵	MM
Flying. If an opponent controls a mountain and you control an island, you may play Legate without paying its mana cost. 1/3.					
Saprazzan Outrigger	SC	C	•••	3🔵	MM
When Outrigger attacks or blocks, put it on top of its owner's library at end of combat. 5/5.					
Saprazzan Raider	SC	C	••	2🔵	MM
When Raider becomes blocked, return it to its owner's hand. 1/2.					
Scent of Brine	INS	C	••	1🔵	UD
Reveal any number of blue cards in your hand. Counter target spell unless its controller pays 1 for each card revealed this way.					
School of Piranha	SC	C	••	1🔵	EX
During your upkeep, pay 1🔵 or sacrifice Piranha. 3/3.					
Scrivener	SC	U	•••	4🔵	EX
When Scrivener comes into play, you may return target instant or interrupt card from your graveyard to your hand. 2/2.					
Sea King's Blessing	INS	U	•	🔵	LG
Change color of any number of creatures to blue until end of turn.					
Sea Monster	SC	C	••	4🔵🔵	TM,6th
Cannot attack unless defending player controls any islands. 6/6.					
Sea Scryer	SC	C	••	1🔵	MG
🔵: Add 1 to your pool. 1,🔵: Add 🔵 to your pool. 1/1.					
Sea Serpent	SC	C	•	5🔵	L,U,R,4th,5th
Islandhome. 5/5.					
Sea Spirit	SC	U	••	4🔵	IA,5th
🔵: +1/+0 until end of turn. 2/3.					
Sea Sprite	SC	U	•••	1🔵	HL,5th
Flying. Protection from red. 1/1.					
Sea Troll	SC	U	•	2🔵	HL
🔵: Regenerate. Use this ability only during a turn in which Troll was blocked by or in which Troll blocked a blue creature. 2/1.					
Seahunter	SC	R	•••	2🔵🔵	NE
Mercenary. 3,🔵: Search your library for a Merfolk card and put that card into play. 2/2.					
Seal of Removal	EN	C	••	🔵	NE
Sacrifice Seal: Return target creature to its owner's hand.					
Seasinger	SC	U	••	1🔵🔵	FE,5th
Islandhome. 🔵: Gain control of target creature if its controller controls an island. You lose control if Seasinger leaves your control or becomes untapped. You may leave Seasinger tapped. 0/1.					
Second Chance	EN	R	••	2🔵	UL
During your upkeep, if you have 5 life or less, sacrifice Second Chance and take an extra turn after this one.					
Siren's Call	INS	U	••	🔵	L,U,R,4th
All of opponent's creatures that can attack must do so, or be destroyed at end of turn.					
Skyshroud Condor	SC	U	•	1🔵	TM
Flying. You cannot play Skyshroud Condor unless you have successfully cast another spell this turn. 2/2.					
Sleight of Mind	INS	U	••	🔵	L,U,R,4th,IA,5th
Change the text of a card being played or in play by switching one color word with another.					
Sliptide Serpent	SC	R	•••	4🔵🔵	NE
3🔵: Return Sliptide Serpent to its owner's hand. 4/4.					
Slow Motion	EC	C	•••	2🔵	UL
During the upkeep of enchanted creature's controller, that player pays 2 or sacrifices that creature. When Slow Motion is put into a graveyard from play, return Slow Motion to owner's hand.					
Snap	INS	C	••	1🔵	UL
Return target creature to owner's hand. Untap up to two lands.					
Sneaky Homunculus	SC	C	••	1🔵	NE
Sneaky Homunculus can't block or be blocked by creatures with power 2 or greater. 1/1.					
Snow Devil	EC	C	••	1🔵	IA
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.					
Snowfall	EN	C	•	1🔵	IA
CU: 🔵: Islands may produce an additional 🔵 when tapped for mana. Snow-covered islands may produce either an additional 🔵🔵 or 🔵 when tapped for mana. This mana is usable only for cumulative upkeep.					
Soar	EC	C	•••	1🔵	MG
You may choose to play Soar as an instant; if you do, bury it at the end of turn. Enchanted creature gets +0/+1 and gains flying.					
Soldevi Heretic	SC	C	•	2🔵	AI
✱,🔵: Prevent up to two damage to any creature. Target opponent may draw a card. 2/2.					
Soldevi Machinist	SC	U	••	1🔵	IA
🔵: Add 2 to pool. Use only for artifact activation costs. 1/1.					
Soldevi Sage	SC	U	••	1🔵	AI,6th
🔵,Sacrifice 2 lands: Draw 3 cards. Discard one of those cards. 1/1.					
Somnophore	SC	R	••	2🔵🔵	UZ
Flying. Whenever Somnophore deals damage to a player, tap target creature he controls. That creature does not untap during its controller's untap step as long as Somnophore is in play. 2/2.					
Soothsaying	EN	U	•••	🔵	MM
3🔵🔵: Shuffle your library. X: Look at the top X cards of your library and put them back in any order.					
Soul Barrier	EN	U	••	2🔵	IA,5th
Target opponent takes 2 damage whenever he casts a summon spell. That player may pay 2 to prevent this damage.					
Spectral Cloak	EC	U	••	🔵🔵	LG
Enchanted creature cannot be targeted by spells or fast effects unless it is tapped.					
Spell Blast	INS	C	•••	X🔵	Basic,TM
Counter target spell; X is the casting cost of target spell.					
Spiketail Drake	SC	U	•••	3🔵🔵	PY
Flying. Sacrifice Spiketail Drake: Counter target spell unless its controller pays 3. 3/3.					
Spiketail Hatchling	SC	C	•••	1🔵	PY
Flying. Sacrifice Spiketail Hatchling: Counter target spell unless its controller pays 1. 1/1.					
Spindrift Drake	SC	C	••	🔵	SH
Flying. During your upkeep, pay 🔵 or sacrifice Drake. 2/1.					
Spiny Starfish	SC	U	••	2🔵	AI
🔵: Regenerate Spiny Starfish and put a Starfish token into play at end of turn. Treat these tokens as 0/1 blue creatures. 0/1.					
Spire Owl	SC	C	••	1🔵	UZ
Flying. When Spire Owl comes into play, look at the top four cards of your library and put them back in any order. 1/1.					
Squeeze	EN	R	•••	3🔵	MM
Sorcery spells cost 3 more to play.					
Stasis	EN	R	•••	1🔵	L,U,R,4th,5th
Players don't get an untap step. Pay 🔵 during upkeep or bury Stasis.					
Statecraft	EN	R	•••	3🔵	MM
Prevent all combat damage that would be dealt to and dealt by creatures you control.					
Steal Artifact	EA	U	•••	2🔵🔵	L,U,R,4th,5th
Gain control of target artifact.					
Steal Enchantment	EE	U	•••	🔵🔵	TM
Gain control of target enchantment.					
Stern Proctor	SC	U	••	🔵🔵	UZ
When Stern Proctor comes into play, return target artifact or enchantment to owner's hand. 1/2.					
Stinging Barrier	SC	C	•••	2🔵🔵	MM
🔵,🔵: Barrier deals 1 damage to target creature or player. 0/4.					
Stinging Licid	SC	U	••	1🔵	TM

KILLER COMBOS





OSTRACIZE AND STRONGHOLD GAMBIT: Pull creatures out of your opponent's hand and figure out exactly what he's got. When you cast Stronghold Gambit, you'll be sure to get your creature into play.

MAGIC FACT In early tournaments, players were required to show their hands to their opponents so that they could be checked for duplicates of restricted cards.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact	EA Enchant Artifact	EN Enchantment	LAN Land	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

NAME	KIND	CR	PR	COST	SETS

{1}{U}{U}, {T}: Licid becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Licid deals 2 damage to that creature's controller". Move Licid onto target creature. You may pay {U} to end this effect. 1/1.

Storm Crow SC C •• {1}{U} AI,6th
Flying. 1/2.

Storm Elemental SC U ••• 5{U} AI
Flying. {U}: Remove top card of your library from the game to tap target flying creature. {U}: Remove top card of your library from the game. If it is a snow-covered land, Elemental gets +1/+1 until end of turn. 3/4.

Stormwatch Eagle SC C ••• 3{U} PY
Flying. Sacrifice a land: Return Eagle to its owner's hand. 2/1.

•**Stroke of Genius** INS R •••• {2}{X}{U} UZ
Target player draws X cards.

Stronghold Biologist SC U ••• 2{U} NE
{U}{U}, {T}: Discard a card from your hand: Counter target creature spell. 1/1.

Stronghold Machinist SC U ••• 2{U} NE
{U}{U}, {T}: Discard a card from your hand: Counter target noncreature spell. 1/1.

Stronghold Zeppelin SC U ••• 2{U}{U} NE
Flying. Zeppelin may block only creatures with flying. 3/3.

Submerge INS U ••• 4{U} NE
If an opponent controls a forest and you control an island, you may play Submerge without paying its mana cost. Put target creature on top of its owner's library.

Suffocation INS U •• 1{U} AI
Play only when a red spell deals damage to you. Do 4 damage to that spell's caster. Cantrip.

Sunder INS R ••• 3{U}{U} UZ
Return all lands to owners' hands.

Sunken City EN C •• {U}{U} DK,4th
All blue creatures gain +1/+1. Pay {U}{U} during upkeep or destroy City.

Sunken Field EL U ••• 1{U} PY
Enchanted land has "{T}: Counter target spell unless its controller pays {1}."

Suq'Ata Firewalker SC U ••• 1{U}{U} MG
Cannot be the target of red spells or effects. {T}: Deal 1 damage to target creature or player. 0/1.

Svyelunite Priest SC U •• 1{U} FE
{U}, {T}: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.

Tangle Kelp EC U •• {U} DK
Target creature stays tapped during untap step if it attacked last turn. Tap target creature when Tangle Kelp is cast.

Taniwha SL R ••• 3{U}{U} MG
Phasing. Trample. At the beginning of your upkeep, all lands you control phase out. 7/7.

Teferi's Curse EP C •• 1{U} MG
Play on an artifact or creature. Enchanted permanent gains phasing.

Teferi's Drake SC C •• 2{U} MG
Flying, phasing. 3/2.

Teferi's Imp SC R ••• 2{U} MG
Flying, Phasing. When Teferi's Imp phases out, choose and discard a card. When Teferi's Imp phases in, draw a card. 1/1.

Teferi's Realm EW R •• 1{U}{U} VS
At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands or global enchantments. All cards of chosen type phase out.

Teferi's Veil EN U •• 1{U} WL
When one of your creatures attacks, it phases out at end of combat.

Telekinesis INS R •• {U}{U} LG
Target creature becomes tapped and deals no damage this turn. It does not untap normally during its controller's following two untap steps.

Telepathic Spies SC C •• 2{U} UD
When Spies comes into play, look at target opponent's hand. 2/2.

Telepathy EN U ••• {U} UZ
Each of your opponents plays with his hand revealed.

Teleport INS R •• {U}{U}{U} LG,CH
Target creature cannot be blocked this turn.

Temporal Adept SC R ••• 1{U}{U} UD
{U}{U}{U}, {T}: Return target permanent to its owner's hand. 1/1.

Thalakos Deceiver SC R ••• 3{U} SH
Shadow. Sacrifice: Gain control of target creature permanently. Use this ability only if Deceiver is attacking and unblocked. 1/1.

Thalakos Dreamsower SC U •• 2{U} TM
Shadow. You leave Dreamsower tapped. If Dreamsower damages any opponent, tap target creature. As long as Dreamsower remains tapped, that creature does not untap during its controller's untap step. 1/1.

Thalakos Drifters SC R ••• 2{U}{U} EX
Choose and discard a card: Drifters gains shadow until end of turn. 3/3.

Thalakos Mistfolk SC C •• 2{U} TM
Shadow. {U}: Put Mistfolk on top of owner's library. 2/1.

Thalakos Scout SC C •• 2{U} EX
Shadow. Choose and discard a card: Return Scout to owner's hand. 2/1.

Thalakos Seer SC C •• {U}{U} TM
Shadow. If Thalakos Seer leaves play, draw a card. 1/1.

Thalakos Sentry SC C •• 1{U} TM
Shadow. 1/2.

Theft of Dreams SOR C •• 2{U} EX
For each tapped creature target opponent controls, draw a card.

Thieving Magpie SC U ••••• {U}{U} UD
Flying. Whenever Magpie damages your opponent, draw a card. 1/3.

Thirst EC C ••• 2{U} MG
Tap enchanted creature. During your upkeep, pay {U} or bury Thirst. Enchanted creature does not untap during its controller's untap step.

Thornwind Faeries SC C •• 1{U}{U} UL
Flying. {U}: Deal 1 damage to target creature or player. 1/1.

Thought Lash EN R • 2{U}{U} AI
CU: Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash.
{0}: Remove the top card of your library from the game to prevent one damage to you.

Thoughtlace INS R • {U} L,U,R,4th
Change the color of a card being played or already in play to blue.

Three Wishes INS R ••• 1{U}{U} VS
Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, bury any of those cards not played.

Thunder Wall SC U •• 1{U}{U} IA
Flying. {U}: +1/+1 until end of turn. 0/2.

Thwart INS U ••••• 2{U}{U} MM
You may return three islands you control to their owner's hand instead of paying Thwart's mana cost. Counter target spell.

Tidal Bore INS C •• {U}{U} MM
You may return an island you control to its owner's hand instead of paying Bore's mana cost. Tap or untap target creature.

Tidal Control EN R •• 1{U}{U} AI
CU: {2}. Anyone may pay {2} or 2 life to counter a red or green spell.

Tidal Flats EN C • {U} FE
{U}{U}: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay {1} for each attacking creature to prevent this effect.

Tidal Influence EN U • 2{U} FE
Put 1 counter on Influence when casting it and during upkeep. When there is one counter on Influence, all blue creatures get -2/-0. When there are 3 counters, all blue creatures get +2/+0. Remove all counters when there are four on Influence.

Tidal Kraken SC R ••• 5{U}{U}{U} MM
Tidal Kraken is unblockable. 6/6.

Tidal Surge SOR C •• 1{U} SH,6th
Tap up to three target creatures without flying.

Tidal Warrior SC C •• {U} SH
{U}: Target land is an island until end of turn. 1/1.

Tidal Wave INS U •• 2{U} MG
Put a Wave token into play. Treat this token as a 5/5 blue creature that counts as a Wall. Bury the token at end of any turn.

Time and Tide INS U •• {U}{U} VS
All creatures phased out phase in while all creatures with phasing phase out.

Time Ebb SOR C •• 2{U} TM
Put target creature on top of owner's library.

Time Elemental SC R ••• 2{U} LG,4th,5th
2{U}{U}{U}: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.

•••**Time Spiral** SOR R ••••• 4{U}{U} UZ
Remove Spiral from the game. Each player shuffles his graveyard and hand into his library, then draws 7 cards. Untap up to 6 lands.

•**Time Walk** SOR R ••••• 1{U} LU
Target player takes an extra turn after this one.

Time Warp SOR R •••• 3{U}{U} TM
Target player takes an extra turn after this one.

•**Timetwister** SOR R ••••• 2{U} LU
Put Timetwister in a new graveyard. Shuffle your hand, library, and graveyard together and draw seven cards.

Timid Drake SC U •• 2{U} WL,MM
Flying. If a creature comes into play, return Drake to your hand. 3/3.

•**Tinker** SOR U ••• 2{U} UL
At the time you play Tinker, sacrifice an artifact. Search your library for an artifact card and put that artifact into play.

Tolarian Drake SC C • 2{U} WL
Flying, phasing. 2/4.

Tolarian Entrancer SC R •• 1{U} WL
Whenever Entrancer is blocked by any creature, gain control of that creature at end of combat. 1/1.

Tolarian Serpent SC R •• 5{U}{U} WL
During your upkeep, put the top seven cards of your library into your graveyard. 7/7.

Tolarian Winds INS C •• 1{U} UZ
Discard your hand, then draw that many cards.

Trade Routes EN R •••• 1{U} MM
{1}: Return target land you control to its owner's hand. {T}: Discard a land: Draw a card.

Tradewind Rider SC R ••••• 3{U} TM
Flying. {T}: Tap two creatures you control: Return target permanent to owner's hand. 1/4.

Transmute Artifact SOR U •• {U}{U} AQ
Sacrifice an artifact to choose an artifact from your library and put it into play. Pay the difference if the new artifact costs more.

Treachery EC R •••• 3{U}{U} UD
When cast, untap up to 5 lands. Gain control of enchanted creature.

Treasure Trove EN U ••• 2{U}{U} EX
{T}, {U}: Draw a card.

Trickster Mage SC C •• {U} NE
{U}, {T}: Discard a card from your hand: Tap or untap target artifact, creature, or land. 1/1.

Troublesome Spirit SC R •• 2{U}{U} PY
Flying. At the end of your turn, tap all lands you control. 3/4.

Turnabout INS U ••• {2}{U}{U} UZ
Tap or untap all artifacts, creatures or lands target player controls.

Twiddle INS C •• {U} L,U,4th,5th
Tap or untap target land, creature or artifact.

Twitch INS C •• 2{U} TM
Tap or untap target artifact, creature or land. Draw a card.

Undertow EN U • 2{U} LG
Creatures with islandwalk may be blocked.

Undo SOR C •• 1{U}{U} VS
Return two target creatures to owner's hand.

Unstable Mutation EC C ••• {U} AN,R,4th,5th
Target creature gains +3/+3. Put a -1/-1 counter on enchanted creature during your upkeep.

Unstable Shapeshifter SC R ••• 3{U} TM
Whenever any creature comes into play, Shapeshifter permanently becomes a copy of that creature and retains this ability. 0/1.

Unsummon INS C •• {U} Basic
Return target creature to its owner's hand.

Updraft INS U •• 1{U} IA,5th
Give target creature flying until end of turn. Cantrip.

Vanishing EC C ••• {U} VS
{U}{U}: Enchanted creature phases out.

Vaporous Djinn SC U ••• 2{U}{U} MG
Flying. During your upkeep, pay {U}{U} or Djinn phases out. 3/4.

Veil of Birds EN C •• {U} UZ
When one of your opponents successfully casts a spell, if Veil is an enchantment, Veil becomes a 1/1 Bird with flying.

Veiled Apparition EN U •• 1{U} UZ
When one of your opponents successfully casts a spell, if Apparition is an enchantment, Apparition becomes a 3/3 Illusion with flying and "During your upkeep, pay {1}{U} or sacrifice Apparition."

Veiled Crocodile EN R •• 2{U} UZ
When a player has no cards in hand, if Crocodile is an enchantment, Crocodile becomes a 4/4 Crocodile.

Veiled Sentry EN U ••• {U} UZ
When one of your opponents successfully casts a spell, if Sentry is an enchantment, Sentry becomes an Illusion with power and toughness each equal to total casting cost of that spell.

Veiled Serpent EN U •• 2{U} UZ
When one of your opponents successfully casts a spell, if Serpent is an enchantment, Serpent becomes a 4/4 Serpent that cannot attack unless defending player controls an island. Cycling {2}.

Venarian Gold EC C •• {X}{U} LG
Put X counters on target creature and tap it. Creature does not untap while a counter remains. Remove a counter during creature controller's upkeep.

Vesuvan Doppelganger SC R •••• 3{U}{U} L,U,R
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. "/".

Vigilant Drake SC C ••• 4{U} UL
Flying. {2}{U}: Untap Drake. 3/3.

Viscerid Armor EC C •• 1{U} AI
Enchanted creature gets +1/+1. {1}{U}: Return Armor to owner's hand.

Viscerid Drone SC U •• 1{U} AI
{S}: Sacrifice a creature and a Swamp: Bury target non-artifact creature. {S}: Sacrifice a creature and a Snow-covered Swamp: Bury target creature. 1/2.

Vision Charm INS C ••• {U} VS
Choose one—Target artifact phases out; or put the top four cards from target player's library into his graveyard; or all lands of one type are basic lands of your choice until end of turn.

Vodalian Illusionist SC U ••• 2{U} WL
{U}{U}, {T}: Target creature phases out. 2/2.

Vodalian Knights SC R ••• 1{U}{U} FE
Islandhome. First strike. {U}: Flying until end of turn. 2/2.

Vodalian Mage SC C •• 2{U} FE
{U}{U}: Counter target spell unless caster pays an extra {1}. 1/1.

Vodalian Soldiers SC C • 1{U} FE,5th,6th
1/2.

Vodalian War Machine SC R •• 1{U}{U} FE
Tap a Merfolk you control: Machine may attack until end of turn or give Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner are destroyed. 0/4.

Volcanic Eruption SOR R •• {X}{U}{U}{U} L,U,R,4th
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.

Volrath's Curse EC C •• 1{U} TM
Enchanted creature cannot attack, block or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore this ability until end of turn. {1}{U}: Return Volrath's Curse to owner's hand.

Volrath's Shapeshifter SC R •• 1{U}{U} SH
As long as the top card of your graveyard is a creature, Shapeshifter is a copy of that card, except that Shapeshifter retains its abilities. {2}: Discard a card. 0/1.

Walking Dream SC U •• 3{U} SH
Dream is unblockable. Dream does not untap during your untap step if any opponent controls two or more creatures. 3/3.

Walking Sponge SC U •• 1{U} UL
{T}: Target creature loses flying, first strike or trample until end of turn. 1/1.

Wall of Air SC U ••• 1{U}{U} Basic
Flying. 1/5.

Wall of Kelp SC R •• {U}{U} HL
{U}{U}, {T}: Put a 0/1 wall Kelp token into play. 0/3.

Wall of Tears SC U ••• 1{U}{U} SH
If Wall of Tears blocks any creatures, return each of those creatures to owner's hand at end of combat. 0/4.

Wall of Vapor SC C ••• 3{U} LG, CH
Cannot be damaged by creatures it blocks. 0/1.

Wall of Water SC U •• 1{U}{U} L,U,R,4th
{U}: +1/+0. 0/5.

Wall of Wonder SC U •• 2{U}{U} LG, CH
2{U}{U}: Give Wall +4/-4 and enable it to attack. 1/5.

Wandering Eye SC C •• 2{U} NE
Flying. All players play with their hands revealed. 1/3.

War Tax EN U ••• 2{U} MM
{X}{X}: Creatures can't attack this turn unless their controller pays {X} for each attacking creature.

Water Elemental SC U •• 3{U}{U} L,U,R,4th
5/4.

Water Wurm SC C • {U} DK
Water Wurm gains +0/+1 if opponent controls any islands. 1/1.

Waterfront Bouncer SC C ••• 1{U} MM
{U}, {T}: Discard a card: Return target creature to its owner's hand. 1/1.

Waterspout Djinn SC U ••• 2{U}{U} VS
Flying. During your upkeep, return an untapped island you control to owner's hand or bury Waterspout Djinn. 4/4.

Wave Elemental SC U •• 2{U}{U} MG
{U}, {S}: Sacrifice: Tap up to 3 target creatures without flying. 2/3.

Wayward Soul SC C •• 2{U}{U} EX
Flying. {U}: Put Wayward Soul on top of owner's library. 3/2.

Weatherseed Faeries SC C •• 2{U} UL
Flying, protection from red. 2/1.

Whim of Volrath INS R ••• {U} TM
Buyback {2}. Change the text of target permanent by replacing all instances of one color word of one basic land type with another until end of turn.

Whiptongue Frog SC C ••• 2{U} EX
{U}: Whiptongue Frog gains flying until end of turn. 1/3.

Whispers of the Muse INS U ••• {U} TM
Buyback {5}. Draw a card.

Wind Dancer SC U •• 1{U} TM
Flying. {U}: Target creature gains flying until end of turn. 1/1.

Wind Drake SC C ••• 2{U} TM,6th
Flying. 2/2.

Wind Spirit SC U ••• 4{U} IA,5th,6th
Flying. Spirit cannot be blocked by less than two creatures. 3/2.

•••**Windfall** SOR C ••• 2{U} UZ
Each player discards his hand and draws cards equal to the greatest number a player discarded this way.

Windscouter SC U •• 3{U} PY
Flying. Whenever Windscouter attacks or blocks, return it to its owner's hand at end of combat. 3/3.

Winged Sliver SC C •• 1{U} TM
All Slivers gain flying. 1/1.

Winter's Chill INS R •• {X}{U} IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. Each creature's controller may pay {1} or {2} to prevent it from being destroyed. If {1} is spent, the creature deals no combat damage.

Withdraw INS C ••• 4{U} PY
Return target creature to its owner's hand. Then return another target creature to its owner's hand unless its controller pays {1}.

Wizard Mentor SC C ••• 2{U} UZ
{S}: Return Mentor and target creature you control to owner's hand. 2/2.

Word of Undoing INS C ••• {U} IA
Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.

Wrath of Marit Lage EN R •• 3{U}{U} IA
Tap all red creatures. Red creatures do not untap as normal.

Zephid SC R •••• 1{U}{U} UZ
Flying. Zephid cannot be the target of spells or abilities. 3/4.

Zephid Embrace EC U •••• 2{U}{U} UZ
Enchanted Creature gets +2/+2, gains flying and cannot be target of spells or abilities.

Zephyr Falcon SC C ••• 1{U} LG,4th,5th
Flying. Does not tap to attack. 1/1.

Zur's Weirding EN R ••• 3{U} IA,5th,6th

GOLD

All players play with hands face up. When a player draws a card, any player may pay 2 life to force the player to discard that card.

Zuran Enchanter SC C ••• 1{G} IA
2{G}, {S}: Opponent must discard 1 card. Play as a sorcery. 1/1.

Zuran Spellcaster SC C ••• 2{G} IA
{S}: Deals 1 damage to target creature or player. 1/1.

Acidic Sliver SC U ••• {G}{G} SH
Each Sliver gains "{S}: Sacrifice this creature: This creature deals 2 damage to target creature or player." 2/2.

Adun Oakenshield SL R ••• {G}{G}{G} LG
{G}{G}{G}{G}: Return a creature from your graveyard to your hand. 1/2.

Altar of Bone SOR R • {G}{G} IA
Sacrifice a creature: Search your library for a creature card.

Angus Mackenzie SL R •• {G}{G}{G} LG
{U}{G}{G}, {S}: Creatures deal no damage during combat. 2/2.

Arcades Sabboth SL R ••• 2{G}{G}{G}{G}{G} LG,CH
Flying. All your creatures gain +0/+2 when untapped. {G}: +0/+1. Pay {U}{G}{G} during upkeep or bury Arcades. 7/7.

Army Ants SC U ••• 1{G}{G} VS
{S}: Sacrifice a land: Destroy target land. 1/1.

Asmira, Holy Avenger SL R ••• 2{G}{G} MG
Flying. At the end of each turn, put a +1/+1 counter on Asmira for each creature put into your graveyard from play that turn. 2/3.

Axelrod Gunnarson SL R •• {R}{G}{G}{G}{G} LG, CH
Trample. When a creature is put in graveyard during a turn in which Axelrod damaged it, gain 1 life and deal 1 damage to target player. 5/5.

Ayesha Tanaka SL R ••• {G}{G}{W}{W} LG, CH
Banding. {S}: Counter target artifact effect unless its controller spends {W}. 2/2.

Barktooth Warbeard SL U •• {1}{G}{G}{G} LG
6/5.

Bartel Runeaxe SL R ••• 3{G}{G}{G} LG
Cannot be target of enchantments. Does not tap to attack. 6/5.

Benthic Djinn SC R ••• 2{G}{G}{G} MG
Islandwalk. During your upkeep, lose 2 life. 5/3.

Boris Devilboon SC R •• 3{G}{G} LG
2{G}{G}{G}: Put a 1/1 red and black Demon token into play. 2/2.

Breathstealer's Crypt EN R •• 2{G}{G} VS
Whenever any player draws a card, he reveals that card. If it is a creature card, that player pays {G} life or discards the card.

Cadaverous Bloom EN R •••• 3{G}{G} MG
Choose a card in your hand and remove it from the game: Add {G}{G} or {G}{G} to your mana pool.

Centaur Archer SC U •• 1{G}{G} IA
{S}: Deal 1 damage to target flying creature. 3/2.

Chromatic Armor EC R ••• 1{G}{G} IA
Put a counter on Chromatic Armor when it comes into play and choose a color. All damage done to creature by that color is reduced to 0. {X}: Put a counter on Armor and change color it protects against. X equals the number of counters.

Chromium SL R •• 2{G}{G}{G}{G}{G} LG,CH
Flying, rampage: 2. Pay {G}{G}{G} during upkeep or bury Chromium. 7/7.

Circle of Despair EN R •• {G}{G} MG
{T}: Sacrifice a creature: Prevent all damage to any creature or player from any one source.

Corrosion EN R •• {G}{G} VS
Cumulative upkeep: {1}. During your upkeep, put a counter on each artifact target opponent controls. If the number of counters on an artifact equals or exceeds that artifact's casting cost, bury the artifact. If Corrosion leaves play, remove all counters from the game.

Crystalline Sliver SC U •••• {G}{G} SH
Slivers cannot be the target of spells or abilities. 2/2.

Dakkon Blackblade SL R ••• 2{G}{G}{G}{G} LG,CH
* equals the number of lands you control. "/".

Dark Heart of the Wood EN C ••• {G}{G} DK
Sacrifice a forest: Gain 3 life.

Delirium INS U •• 1{G}{G} MG
Play on target opponent's turn. Tap target creature that player controls. That creature deals to the player damage equal to its power. The creature deals and takes no damage in combat this turn.

Diabolic Vision SOR U •• {G}{G} IA
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.

Discordant Spirit SC R •• 2{G}{G} MG
At end of target opponent's turn, put a +1/+1 counter on Spirit for each 1 damage dealt to you this turn. At the end of your turn,

STUMPERS



Q: I cast Karn's Touch on one of my opponent's artifacts. Then, I gain control of it using Treachery. What happens at end of turn?

Quill McBillan, Cyberspace

A: ***The Karn's Touch effect wears off, and suddenly, your Treachery isn't enchanting a legal permanent. The Treachery immediately goes to the graveyard, and your opponent regains control of the artifact.***

MAGIC The Gathering® Players Guide

NAME	KIND	CR	PR	COST	SETS

remove all these counters from Spirit. 2/2.

Dracoplasm SC R ••• TM
Flying. When you play Dracoplasm, sacrifice any number of creatures. Comes into play with power equal to the total power of the sacrificed creatures and toughness equal to their total toughness. : Dracoplasm gets +1/+0 until end of turn. */*.

Earthlink EN R • IA
Pay 2 during upkeep or bury Earthlink. When a creature is put into the graveyard from play, that creature's controller must sacrifice a land.

Elemental Augury EN R ••• IA
: Look at top 3 cards of any library and put them back in any order.

Emberwilde Caliph SC R •• MG
Flying, Trample. Caliph attacks each turn if able. For each damage Caliph successfully deals, lose 1 life. 4/4.

Energy Arc INS U •• AI
Untap any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.

Energy Bolt SOR R •• MG
Do X damage to target player or target player gains X life.

Essence Vortex INS U •• IA
Bury target creature. Creature's controller may counter Essence Vortex by paying life equal to the creature's toughness.

Femeref Enchantress SC R •• VS
When an enchantment is put into a graveyard, draw a card. 1/2.

Fiery Justice SOR R •• IA
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.

Fire Covenant INS U ••• IA
Fire Covenant deals X damage, divided among any number of target creatures, where X is equal to the amount of life you pay.

Firestorm Hellkite SC R ••• VS
Flying, trample. Cumulative upkeep: . 6/6.

Flooded Woodlands EN R ••• IA
No green creature can attack unless its controller sacrifices a land when that creature attacks.

Frenetic Efreet SC R •••• MG
Flying. : Flip a coin; if the flip ends up in your favor, Frenetic Efreet phases out. Otherwise, bury Frenetic Efreet. 2/1.

Fumarole SOR U •• IA
Pay 3 life: Destroy a land and a creature.

Gabriel Angelfire SL R •• LG, CH
During your upkeep, Gabriel Angelfire gains either flying, first strike, trample or rampage: 3 until your next upkeep. 4/4.

Ghostly Flame EN R •• IA
Black and red permanents and spells are colorless sources of damage.

Giant Trap Door Spider SC U ••• IA
: Spider and target non-flying creature which is attacking you are removed from the game. 2/3.

Glaciers EN R •• IA
All mountains are plains. Pay during upkeep or bury Glaciers.

Gosta Dirk SL R •• LG
First strike. Creatures with islandwalk may be blocked. 4/4.

Grim Feast EN R ••• MG
Take 1 damage during upkeep. When a creature is put into opponent's graveyard from play, gain life equal to its toughness.

Guiding Spirit SC R •• VS
Flying. : If the top card of target player's graveyard is a creature card, put that card on the top of that player's library. 1/2.

Gwendlyn Di Corci SL R •••• LG
: Target player randomly discards a card. Play as a sorcery. 3/5.

Halfdane SL R ••• LG
During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.

Harbor Guardian SC U •• MG
Can block flying creatures. When it attacks, defender may draw a card. 3/4.

Haunting Apparition SC U •• MG
Flying. * is number of green creatures in opponent's graveyard. 1+*/2.

Hazeride Drake SC U •• MG
Flying, protection from red. 2/3.

Hazezon Tamar SL R •• LG
On the upkeep after Hazezon enters play, put * tokens in play, where * is the number of lands you control. Treat tokens as 1/1 red, white and green creatures. Remove all tokens if Hazezon leaves play. 2/4.

Hibernation Sliver SC U •• SH
Each Sliver gains "Pay 2 life: Return this creature to owner's hand." 2/2.

Hunding Gjornersen SL U • LG
Rampage: 1. 5/4.

Hymn of Rebirth SOR U ••• IA
Take a creature from any graveyard and put it into play under your control.

Jacques le Vert SL R ••• LG
All your green creatures gain +0/+2. 3/2.

Jasmine Boreal SL U • LG
4/5.

Jedit Ojanen SL U • LG
5/5.

Jerrard of the Closed Fist SL U • LG
6/5.

Johan SL R •• LG,CH
As long as Johan doesn't attack or isn't tapped, your creatures may attack without tapping. 5/4.

Jungle Troll SC U •• MG
: Regenerate. : Regenerate. 2/1.

Kaervek's Purge SOR U •• IA
Destroy target creature with casting cost equal to X. Purge deals to creature's controller damage equal to the creature's power.

Kasimir the Lone Wolf SL U • LG
5/3.

Kei Takahashi SL R •• LG, CH
: Prevent up to 2 damage to target creature. 2/2.

Kjeldoran Frostbeast SC U •• IA
All creatures blocking or blocked by Frostbeast are destroyed at end of combat. 2/4.

Lady Caleria SL R ••• LG
: Do 3 damage to target attacking or blocking creature. 3/6.

Lady Evangela SL R ••• LG
: Target creature deals no combat damage this turn. 1/2.

Lady of the Mountain SL U • LG
5/5.

Lady Orca SL U • LG
7/4.

Leering Gargoyle SC R •• MG
Flying. : Gets -2/+2 and loses flying until end of turn. 2/2.

Lim-Dûl's Paladin SC U •• AI
Trample. During upkeep, discard a card or bury Paladin and draw a card. Paladin gets +6/+3 if blocked. If Paladin is not blocked, it deals no damage to defender this turn and that player loses 4 life. 0/3.

Lim-Dûl's Vault INS U •••• AI
Check the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom and look at the top five. Shuffle all but the top five cards of your library; put those five on top of your library in any order.

Livonya Silone SL R •• LG
First strike, legendary landwalk. 4/4.

Lobotomy SOR U ••• TM
Look at target player's hand and choose any card other than a basic land. Search that player's graveyard, hand and library for all copies of the chosen card and remove them from the game.

Lord Magnus SL U •• LG
First strike. Creatures with plains or forestwalk may be blocked. 4/3.

Lord of Tresserhorn SC R •• AI
When Lord comes into play, pay 2 life and sacrifice two creatures; and target opponent draws 2 cards. : Regenerate. 10/4

Malignant Growth EN R •• MG
CU: . During upkeep, add a counter. During opponent's draw step, he draws an additional card and takes 1 damage for each counter.

Marhault Elsdragon SL U • LG, CH
Rampage: 1. 4/6.

Marsh Goblins SL C • DK
Swampwalk. 1/1.

Meriekre Ri Berit SL R •• IA
Does not untap. : Gain control of target creature. If Meriekre leaves your control or becomes untapped, that creature is buried. 1/1.

Misfortune SOR R •• AI
Opponent chooses: Either you put a +1/+1 counter on each creature you control and gain 4 life or you put a -1/-1 counter on each creature that opponent controls and Misfortune deals 4 damage to him.

Monsoon EN R •• IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.

Mountain Titan SC R •• IA
: For the rest of the turn, put a +1/+1 counter on Titan whenever you successfully cast a black spell. 2/2.

Mundungu SC U •• VS
: Counter target spell unless that spell's caster pays an additional and 1 life. 1/1.

Nature's Blessing EN U •• AI
: Choose and discard a card from your hand to have target creature permanently gain banding, first strike, trample or +1/+1.

Nebuchadnezzar SL R ••• LG,CH
: Name a card. Opponent randomly reveals X cards in hand and discards any of the named card. Play as a sorcery. 3/3.

Nicol Bolas SL R •••••• LG,CH
Flying. An opponent damaged by Nicol Bolas must discard his entire hand. Pay during upkeep or bury Nicol Bolas. 7/7.

Palladia-Mors SL R •••••• LG,CH
Flying, trample. Pay during upkeep or bury Palladia-Mors. 7/7.

Pavel Maliki SL U • LG
: Give Pavel Maliki +1/+0 until end of turn. 5/3.

NAME	KIND	CR	PR	COST	SETS

Radiant Essence SC U • MG
As long as target opponent controls any black permanents, Radiant Essence gets +1/+2. 2/3.

Ragnar SL R •• LG
: Regenerate target creature. 2/2.

Ramirez DePietro SL U •• LG
First strike. 4/3.

Ramses Overdark SL R •• AI
: Destroy a target creature with an enchantment on it. 4/3.

Ranger *ea*-Vec SC U ••• TM
First strike. : Regenerate Ranger *ea*-Vec. 2/2.

Rasputin Dreamweaver SL R ••• LG
Put 7 counters on Rasputin. Remove a counter to prevent 1 damage to Rasputin or add one colorless mana to your mana pool. Add a counter to Rasputin during your upkeep if he began your turn untapped (maximum 7 counters). 4/1.

Reclamation EN R •• IA
No black creature can attack unless its controller sacrifices land when that creature attacks.

Reflect Damage INS R •• MG
Redirect all damage dealt by one source to that source's controller.

Reparations EN R ••• MG
Whenever target opponent successfully casts a spell that targets you or a creature you control, you may draw a card.

Righteous War EN R ••• VS
All white creatures you control gain protection from black. All black creatures you control gain protection from white.

Riven Turnbull SL U •• LG
: Add to your mana pool. 5/7.

Rock Basilisk SC R •• MG
Whenever Rock Basilisk blocks or is blocked by a non-wall creature, destroy that creature at end of combat. 4/5.

Rohgahh of Kher Keep SL R • LG
All your Kobolds of Kher Keep gain +2/+2. Pay during upkeep or Rohgahh and Kobolds tap and come under opponent's control. 5/5.

Rubinia Soulsinger SL R ••• LG
: Gain control of target creature. You lose control when Rubinia leaves your control or becomes untapped. You may leave Rubinia tapped. 2/3.

Savage Twister SOR U •••• MG
Savage Twister deals X damage to each creature.

Sawback Manticore SC R ••• MG
: Flying. : Deals 2 damage to target attacking or blocking creature. Use only once and only if Manticore is in combat. 2/4.

Scalebane's Elite SC U ••• VS
Protection from black. 4/4.

Scarwood Goblins SC C • DK
2/2.

Sealed Fate SOR U •• MG
Look at the top X cards of opponent's library. Remove one from the game and put the rest back on top in any order.

Segmented Wurm SC U •• TM
Whenever Wurm is the target of a spell or ability, put a -1/-1 counter on it. 5/5.

Selenia, Dark Angel SL R ••• TM
Flying. Counts as an Angel. Pay 2 life: Return to owner's hand. 3/3.

Shauku's Minion SC U ••• MG
: Deal 2 damage to target white creature. 2/2.

Simoon INS U •• VS
Simoon deals 1 damage to each creature target opponent controls.

Sir Shandlar of Eberyn SL U • LG
4/7

Sivitri Scarzam SL U • LG,CH
6/4.

Skeleton Ship SL R ••• IA
Bury immediately if controller has no islands in play. : Put a -1/-1 counter on target creature. 0/3.

Sky Spirit SC U ••• TM
Flying, first strike. 2/2.

Sliver Queen SL R ••• SH
Sliver Queen counts as a Sliver. : Put a Sliver token into play. Treat this token as a 1/1 colorless creature. 7/7.

Sol'kanar the Swamp King SL R •••• LG,CH
Swampwalk. You gain 1 life each time a black spell is cast. 5/5.

Soltari Guerrillas SC R ••• TM
Shadow. If Soltari Guerrillas assigns combat damage to any opponent, you may redirect that damage to target creature. 3/2.

Spatial Binding EN U •• MG
Pay 1 life: Target cannot phase out until your next upkeep.

Spectral Shield EC U ••• IA
Target creature gains +0/+2 and cannot be the target of spells.

Spined Sliver SC U •• SH
If a Sliver is blocked, it gets +1/+1 until end of turn for each creature blocking it. 2/2.

NAME	KIND	CR	PR	COST	SETS

Spontaneous Combustion INS U •• TM
Sacrifice a creature: Deals 3 damage to each creature.

•Squandered Resources EN R ••• VS
Sacrifice a land: Add to your pool one mana of any type the land could produce.

Stangg SL R ••• LG, CH
Put Stangg Twin token in play. Token is a 3/4 green and red legend. If either one leaves play, the other is buried. 3/4.

Storm Spirit SL R ••• IA
Flying. : Do 2 damage to target creature. 3/3.

Stormbind EN R •••• IA
: Discard a card at random to do 2 damage to any target.

Suleiman's Legacy EN R •• VS
When Suleiman's Legacy comes into play, bury all Djinns and Efreets. Whenever a Djinn or Efreet comes into play, bury it.

Sunastian Falconer SL U ••• LG
: Add two colorless mana to your mana pool. 4/4.

Surge of Strength INS U •• AI
Discard a red or green card to have target creature gain trample and get +X/+0 until end of turn, where X is its casting cost.

Tempest Drake SC U •• VS
Flying. Attacking does not cause Tempest Drake to tap. 2/2.

Tetsuo Umezawa SL R ••• LG
: Destroy target tapped or blocking creature. Tetsuo may not be targeted by an enchant creature spell. 3/3.

Tobias Andrion SL U • LG,CH
4/4.

Tor Wauki SL U •• LG,CH
: Do 2 damage to target attacking or blocking creature. 3/3.

Torsten Von Ursus SL U • LG
5/5.

Tuknir Deathlock SL R ••• LG
Flying. : Target creature gets +2/+2 until end of turn. 2/2.

Unfulfilled Desires EN R •• MG
: Pay 1 life: Draw a card, then choose and discard a card.

Ur-Drago SL R ••• LG
First strike. Creatures with swampwalk may be blocked. 4/4.

Vaevictis Asmadi SL R ••• LG,CH
Flying. : +1/+0. : +1/+0. : +1/+0. Pay during upkeep or bury Vaevictis Asmadi. 7/7.

Vhati il-Dal SL R ••• TM
: Target creature's power or toughness is 1 until end of turn. 3/3.

Viashivan Dragon SC R ••• VS
Flying. : +1/+0 until end of turn. : +0/+1. 4/4.

Victual Sliver SC U ••• SH
Each Sliver gains ": Sacrifice this creature: Gain 4 life." 2/2.

Vitalizing Cascade INS U •• MG
Gain X+3 life.

Wandering Mage SC R ••• AI
: Pay 1 life to prevent up to 2 damage to any creature. : Prevent one damage to any Cleric or Wizard. : Put a -1/-1 counter on target creature you control to prevent up to 2 damage to any player. 0/3.

Warping Wurm SC R •• MG
Phasing. During your upkeep, pay or Wurm phases out. When Wurm phases in, put a +1/+1 counter on it. 1/1.

Wellspring EL R •• MG
Gain control of target land. At the end of each of your turns, lose control of land. At the beginning of your turn, gain control of it.

Windreaper Falcon SC U •• MG
Flying, protection from blue. 1/1.

Wings of Aesthir SC U ••• IA
Give target creature flying, first strike, and +1/+0.

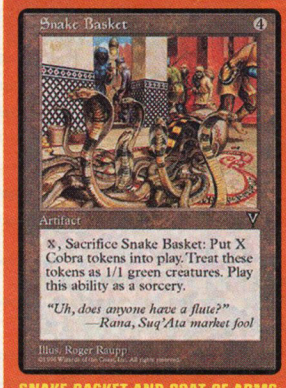
Winter's Night EW R • AI
When a snow-covered land is tapped for mana, it gives one additional mana of the same type and doesn't untap during its controller's next untap step.

Wood Sage SC R •• TM
: Name a creature card. Reveal the top four cards of your library to all players. If any of those cards are the named card, put them into your hand. Put the rest into your graveyard. 1/1.

Xira Arien SL R ••• LG, CH
Flying. : Target player draws a card. 1/2.

Zebra Unicorn SC U •• MG
For each 1 damage Zebra Unicorn deals, gain 1 life. 2/2.

KILLER COMBOS





SNAKE BASKET AND COAT OF ARMS: A bunch of 1/1 cobras is a scary thought all by itself. But a bunch of enormous cobras should end the game quickly and give your opponent nightmares.

Pheldagrif SC R ••• AI
: Flying. Opponent gains 2 life. : Return Pheldagrif to owner's hand. Opponent may draw a card. : Trample. Put a 1/1 green Hippo token into play under opponent's control. 4/4.

Phyrexian Purge SOR R •• MG
Pay 3 life per target: Destroy any number of target creatures.

Princess Lucrezia SL U • LG
: Add to your mana pool. 5/4.

Prismatic Boon INS U •• MG
X creatures gain protection from a single color until end of turn.

Purgatory EN R •• MG
When a creature is put into your graveyard from play, put it face up under Purgatory. During your upkeep, you may pay 4 and 2 life to put any card under Purgatory into play.

Pygmy Hippo SC R •• VS
If Hippo attacks and is not blocked, you may choose to have it deal no combat damage. If you do, defending player draws all mana from his lands and then his pool is emptied. After combat, add an equal amount of colorless mana to your pool. 2/2.

GREEN

Aboroth SC R •• WL
CU: Put a -1/-1 counter on Aboroth. 9/9.

Abundance EN R ••• UZ
Instead of drawing a card, you may choose a land or nonland and reveal cards from your library until you reveal a card of the chosen kind. Put that card into your hand and put all other revealed cards on the bottom of your library in any order.

Acridian SC C •• UZ
Echo. 2/4.

Afiya Grove EN R •• MG
Comes into play with 3 +1/+1 counters. During your upkeep, put a counter on a creature. If Grove has no counters, bury it.

Aisling Leprechaun SC C • LG
All creatures blocking or blocked by Leprechaun become green. 1/1.

Albino Troll SC U ••• UZ
Echo. : Regenerate. 3/3.

Aluren EN R ••• TM
Any player may play a creature card with total cost 3 or less whenever he could play an instant and without paying its cost.

An-Havva Constable SC U •• HL,5th
* is the total number of green creatures in play. 2/1+*

An-Havva Inn SOR U •• HL
Gain X+1 life where X is the number of green creatures in play.

Anaconda SC U ••• UZ
Swampwalk. 3/3.

Ancestral Mask EC C •• MM
Enchanted creature gains +2/+2 for each other enchantment in play.

Ancient Silverback SC R ••• UD
: Regenerate. Ancient Silverback. 6/5.

Animate Land INS U •• NE
Until end of turn, target land is also a 3/3 creature.

Apes of Rath SC U ••• TM
If Apes attacks, it does not untap during your next untap. 5/4.

Arboria EW U • LG
If a player doesn't cast a spell or put a card into play on his turn, creatures may not attack that player until after his next turn.

Arctic Wolves SC U •• WL
CU: . When Arctic Wolves comes into play, draw a card. 4/5.

Argothian Elder SC U •• UZ
: Untap two target lands. 2/2.

Argothian Enchantress EN R ••• UZ
Cannot be the target of spells or abilities. Whenever you successfully cast an enchantment spell, draw a card. 0/1.

Argothian Pixies SC C ••• AQ, CH
Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.

Argothian Swine SC C •• UZ
Trample. 3/3.

MAGIC FACT **Our favorite creature types? Abu Ja'far, from *Arabian Nights* was a "leper," while *The Dark*'s Eater Of The Dead was an "eater."**

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact
AC Artifact Creature
CR Current Rarity
EA Enchant Artifact
EC Enchant Creature
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

NAME	KIND	CR	PR	COST	SETS
Argothian Treefolk	SC	C	••	3◆◆	AQ
Any damage Treefolk takes from an artifact is reduced to 0. 3/5.					
Argothian Wurm	SC	R	•••••	3◆	UZ
Trample. When Wurm comes into play, any player may sacrifice a land to put Argothian Wurm on top of owner's library. 6/6.					
Armor of Thorns	EC	C	•••	1◆	MG
You may play Armor as an instant; if you do, bury it at end of turn. Play only on a non-black creature. Enchanted creature gets +2/+2.					
Aspect of Wolf	EC	R	••	1◆	L,U,R,4th,5th
Target gets +X/+X, where X is half the number of forests you control.					
Aurochs	SC	C	••	3◆	IA,5th
Trample. Gains +1/+0 for each other Aurochs that attacks. 2/3.					
Autumn Willow	SL	R	•••••	3◆◆	MM
Cannot be the target of spells or effects. ◆: Target player may target Willow with spells or effects until the end of turn. 4/4.					
Avatar of Might	SC	R	••	6◆◆	PY
Trample. If an opponent controls at least four more creatures than you, Avatar of Might costs ◆ less to play. 8/8.					
Avenging Druid	SC	C	••	2◆◆	EX
If Druid damages opponent, you may reveal cards from your library until you reveal a land. Put it into play and put all other revealed cards into your graveyard. 1/3.					
Avoid Fate	INS	C	•	◆	LG
Counter target interrupt or enchantment targeting a permanent you control.					
Awakening	EN	R	••	2◆◆	SH
At the beginning of each upkeep, untap all creatures and lands.					
Balduvian Bears	SC	C	••	1◆	IA
2/2.					
Barbary Apes	SC	C	••	1◆	LG
2/2.					
Barbed Foliage	EN	U	••	2◆◆	MG
When a creature attacks you, it loses flanking. When a creature without flying attacks you, Barbed Foliage deals 1 damage to it.					
Barishi	SC	U	••	2◆◆	WL
If Barishi is put into graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library. 4/3.					
Bayou Dragonfly	SC	C	••	1◆	TM
Flying; swampwalk. 1/1.					
Bequeathed	EC	C	••	◆	EX
If enchanted creature is put into any graveyard, draw two cards.					
•**Berserk**	INS	U	•••••	◆	L,U
Double target creature's power and give it trampling ability until end of turn. If it attacks, destroy target creature at end of turn.					
Bifurcate	SOR	R	••••	3◆	MM
Search your library for a copy of target creature card in play and put that card into play.					
Birds of Paradise	SC	R	•••••	◆	Basic
Flying. ◆: Add one mana of any color to your mana pool. 0/1.					
Blanchwood Armor	EC	U	•••	2◆	UZ
Enchanted creature gets +X/+X, where X is the number of forests you control.					
Blanchwood Treefolk	SC	C	•••	4◆	UZ
4/5.					
Blastoderm	SC	C	•••	2◆◆	NE
Fading: 3. Blastoderm can't be the target of spells or abilities. 5/5.					
Blizzard	EN	R	•	◆◆	IA
CU: ②. Flying creatures do not untap.					
Bloated Toad	SC	U	••	2◆	UL
Protection from blue. Cycling ②. 2/2.					
Blossoming Wreath	INS	C	••	◆	WL
Gain life equal to the number of creatures in your graveyard.					
Boa Constrictor	SC	U	••	4◆	MM
◆: Constrictor gains +3/+3 until end of turn. 3/3.					
Bounty of the Hunt	INS	U	•	3◆◆	AI
You may remove a green card in your hand from the game to cast Bounty. Put three +1/+1 effects on any number of target creatures until end of turn.					
Briar Patch	EN	U	••	1◆◆	MM
Whenever a creature attacks you, it gets -1/-0 until end of turn.					
Briar Shield	EC	R	•••	◆	WL
+1/+1. Sacrifice: Enchanted creature gets +3/+3 until end of turn.					
Broken Fall	EN	C	••	2◆	TM
Return Broken Fall to owner's hand: Regenerate target creature.					
Brown Ouphe	SC	C	••	◆	IA
1◆,◆: Counter an artifact ability that requires an activation cost. 1/1.					
Brushwagg	SC	R	••	1◆◆	MG
If Brushwagg blocks or is blocked, it gets -2/+2. 3/2.					
Bull Elephant	SC	C	••	3◆	VS
When Bull Elephant comes into play, return two forests you control to owner's hand or bury Bull Elephant. 4/4.					
Bull Hippo	SC	U	•••	3◆	UZ
Islandwalk. 3/3.					
Burgeoning	EN	R	••	◆	SH
Whenever any opponent plays a land, you may choose a land card from your hand and put it into play.					
Call of the Wild	EN	R	•••	2◆◆	WL,6th
2◆◆: Reveal the top card of your library to all players. If that card is a creature card, put it into play. Otherwise, discard it.					
Caller of the Hunt	SC	R	••	2◆	MM
As you play Caller of the Hunt, choose a creature type. Caller of the Hunt;s power and toughness are each equal to the number of creatures in play of the chosen type. "/".					
Calming Verse	SOR	C	•••	3◆	PY
Destroy all enchantments you don't control. If you control an untapped land, destroy all enchantments you control.					
Camouflage	INS	U	••	◆	L,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.					
Canopy Dragon	SC	R	•••	4◆◆	MG
Trample. 1◆: Flying and loses trample until end of turn. 4/4.					
Canopy Spider	SC	C	••	1◆	TM
Canopy Spider can block creatures with flying. 1/3.					
Carapace	EC	C	••	◆	HL,5th
+0/+2. Sacrifice Carapace to regenerate the creature it enchants.					
Carnassid	SC	R	•••	4◆◆	SH
Trample. 1◆: Regenerate Carnassid. 5/4.					
Carnivorous Plant	SC	C	••	3◆	DK,4th
Counts as a wall. 4/5.					
Carpet of Flowers	EN	U	••	◆	UZ
During your main phase, you may add up to X mana of one color to your pool, where X is the number of islands target opponent controls.					
Cartographer	SC	U	••	2◆	EX
When Cartographer comes into play, you may return target land card from your graveyard to your hand. 2/2.					
Cat Warriors	SC	C	•••	1◆◆	LG,CH,5th,6th
Forestwalk. 2/2.					
Caustic Wasps	SC	U	•••	2◆	MM
Flying. Whenever Wasps deal combat damage to a player, you must destroy target artifact that player controls. 1/1.					
Cave Tiger	SC	C	••	2◆	UZ
Whenever it is blocked, Tiger gets +1/+1 until end of turn. 2/2.					
•**Channel**	SOR	U	•••	◆◆	L,U,R,4th
Add 1 to your pool for each life point you sacrifice.					
Charging Rhino	SC	U	•••	3◆◆	TM
Rhino cannot be blocked by more than one creature. 4/4.					
Child of Gaea	SC	R	•••	4◆◆	UZ
Trample. During your upkeep, pay ◆◆ or sacrifice Child. 1◆					
Regenerate Child of Gaea. 7/7.					
Choke	EN	U	•••	2◆	TM
Islands do not untap during their controllers' untap steps.					
Choking Vines	INS	C	••	◆◆	WL
Play only when blockers are declared. X target attacking creatures are considered blocked. Vines deals 1 damage to each of those creatures					
Chub Toad	SC	C	••	2◆	IA,5th
Gains +2/+2 until end of turn when blocked or blocking. 1/1.					

NAME	KIND	CR	PR	COST	SETS
Deepwood Wolverine	SC	C	••	◆	MM
Whenever Wolverine becomes blocked, it gains +2/+0 until end of turn. 1/1.					
Defense of the Heart	EN	R	••••	3◆	UL
During your upkeep, if one of your opponents controls three or more creatures, sacrifice Defense of the Heart, search your library for up to two creature cards, and put those creatures into play.					
Dense Foliage	EN	R	•••	2◆	WL,6th
Creatures cannot be the target of spells.					

STUMPERS



Q: Can I have an Ascendant Evincar and a Crovax the Cursed in play at the same time?

Anne Lawant, Groningen, Holland

A: *Yes. Although they are both legends and are designed to represent the same person at different points in time, they do so with different card names. Apparently, in Dominaria, two copies of a person can exist as long as they are different ages.*

NAME	KIND	CR	PR	COST	SETS
Citanul Centaurs	SC	R	•••	3◆	UZ
Echo. Cannot be the target of spells or abilities. 6/3.					
Citanul Druid	SC	U	••	1◆	AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.					
Citanul Hierophants	SC	R	••	3◆	UZ
Each creature you control gains "◆: Add ◆ to your pool." 3/2.					
City of Solitude	EN	R	•••	2◆	VS
Each player may play spells and abilities only during his turn.					
Clear the Land	SOR	R	•••	2◆	MM
Each player reveals the top five cards of his library, puts into play tapped all lands cards revealed this way, and removes the rest from the game.					
Cockatrice	SC	R	••••	3◆◆	L,U,R,4th,5th
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed at end of combat. 2/4.					
Cocoon	EC	U	•	◆	LG,CH
Put 3 counters on target creature you control and tap it. Creature does not untap while counters remain. Remove a counter during upkeep. When last one is removed, creature gets +1/+1 and flying.					
Coiling Woodworm	SC	U	••	2◆	NE
Woodworm's power equals the number of forests in play. "/1.					
Collective Unconscious	SOR	R	•••	4◆◆	MM
Draw a card for each creature you control.					
Compost	EN	U	••	1◆	UD
When a black card is put into one of your opponent's graveyards, you may draw a card.					
Concordant Crossroads	EW	R	••	◆	LG, CH
All creatures have haste.					
Constant Mists	INS	U	•••••	1◆	SH
Buyback–Sacrifice a land. Creatures deal no combat damage.					
Cradle Guard	SC	U	•••	1◆◆	UZ
Trample; echo. 4/4.					
Crash of Rhinos	SC	C	••	6◆◆	MG
Trample. 8/4.					
Crashing Boars	SC	U	•••	3◆◆	EX
If Boars attacks, defending player chooses an untapped creature he controls. That creature blocks Boars this turn if able. 4/4.					
Craw Giant	SC	U	••	4◆◆◆◆	LG,CH,5th
Trample, rampage: 2. 6/4.					
Craw Wurm	SC	C	••	4◆◆	L,U,R,4th,5th
6/4.					
Crazed Armodon	SC	R	•••	2◆◆	TM
◆: Armodon gets +3/+0 and gains trample until end of turn. At end of turn, destroy Crazed Armodon. Use this ability only once each turn. 3/3.					
Creeping Mold	SOR	U	••••	2◆◆	VS,6th
Destroy target artifact, land or enchantment.					
•**Crop Rotation**	INS	C	•••	◆	UL
Sacrifice a land: Search your library for a land and put it into play.					
Crossbow Ambush	INS	C	•	◆	SH
All creatures you control can block flying creatures this turn.					
Crosswinds	EN	U	••	1◆	UZ
All creatures with flying get -2/-0.					
•**Crumble**	INS	C	••	◆	AQ,R,4th,5th
Bury target artifact. Controller gains life equal to its casting cost.					
Cycle of Life	EN	R	••	1◆◆	MG
Return to your hand: Target creature you summoned this turn is 0/1 until the beginning of your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.					
Cyclone	EN	R	••	2◆◆	AN,CH
Add one token per upkeep. Pay ◆ for each token or bury Cyclone and do 1 damage per token to all players and creatures.					
Darba	SC	U	••••	3◆	PY
At the beginning of your upkeep, sacrifice Darba unless you pay ◆◆. 5/4.					
Darkwatch Elves	SC	U	••	2◆	UL
Protection from black. Cycling ②. 2/2.					
Daughter of Autumn	SL	R	••	2◆◆	HL
✱: Redirect 1 damage from target white creature to Daughter. 2/4.					
Dawnstrider	SC	R	•••	1◆	MM
◆,◆:Discard a card: Prevent all combat damage that would be dealt this turn. 1/1.					
Deadfall	EN	U	•	2◆	LG
Creatures with forestwalk may be blocked.					
Deadly Insect	SC	C	•••	4◆	AI,MM
Can't be the target of spells or abilities. 6/1.					
Decomposition	EC	U	••	1◆	MG
Play on a black creature. Creature gains "CU: 1 life." If enchanted creature is put into the graveyard, its controller loses 2 life.					
Deepwood Drummer	SC	C	•••	1◆	MM
◆,◆:Discard a card: Target creature gains +2/+2 until end of turn. 1/1.					
Deepwood Elder	SC	R	••	◆◆	MM
✱◆◆◆,◆:Discard a card: X target lands becomes forests until end of turn. 2/2.					
Deepwood Tantiv	SC	U	•••	4◆	MM
Whenever Tantiv becomes blocked, you gain 2 life. 2/4.					

NAME	KIND	CR	PR	COST	SETS
Deranged Hermit	SC	R	••••	3◆◆	UL
Echo. When Deranged Hermit comes into play, put four Squirrel tokens into play. Treat these tokens as 1/1 green creatures. All squirrels get +1/+1. 1/1					
Desert Twister	SOR	U	•••	4◆◆	
AN,R,4th,5th,MM					
Destroy target permanent.					
Dire Wolves	SC	C	••	2◆	IA
Gains banding if you control any plains. 2/2.					
Dirtcowl Wurm	SC	R	••••	4◆	TM
Whenever any opponent plays a land, put a +1/+1 counter on Wurm. 3/4					
Downdraft	EN	U	••	2◆	WL
◆: Target creature loses flying until end of turn. Sacrifice: Downdraft deals 2 damage to each creature with flying.					
Drop of Honey	EN	R	•••	◆	AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.					
Dual Nature	EN	R	••	4◆◆	PY
Whenever a creature card comes into play, its controller puts a creature token into play that's a copy of that creature. Whenever a creature card leaves play, remove all tokens with the same name as that creature from the game. When Dual Nature leaves play, remove all tokens created with it from the game.					
Durkwood Boars	SC	C	•	4◆	LG,4th,5th
4/4.					
Early Harvest	INS	R	••	1◆◆	MG,6th
Target player untaps all basic lands he or she controls..					
•**Earthcraft**	EN	R	•••	1◆	TM
Tap an untapped creature you control: Untap target basic land.					
Earthlore	EL	C	••	◆	IA
Tap enchanted land: Target blocking creature gets +1/+2 until end of turn.					
Eladamri, Lord of Leaves	SL	R	•••	2◆◆	TM
All Elves gain forestwalk. Elves cannot be the target of spells or abilities. 2/2.					
Eladamri's Vineyard	EN	R	•••	◆	TM
At beginning of each player's main phase, add ◆◆ to that player's pool.					
Elder Druid	SC	R	•••	3◆	IA,5th,6th
3◆,◆: Tap or untap target land, creature or artifact. 2/2.					
Elephant Grass	EN	U	•••	◆	VS
CU: 1. Black creatures cannot attack you. Nonblack creatures cannot attack you unless their controller pays ② for each attacking creature.					
Elephant Resurgence	SOR	R	•••	1◆	PY
Each player puts a green Elephant creature token into play. Those creatures have "This creature's power and toughness are each equal to the number of creature cards in its controller's graveyard."					
Elven Cache	SOR	C	•••	2◆◆	VS,6th
Return target card from your graveyard to your hand.					
Elven Fortress	EN	C	••	◆	FE
1◆: Target blocking creature gains +0/+1 until end of turn.					
Elven Palisade	EN	U	••	◆	EX
Sacrifice a forest: Target attackiner gets -3/-0 until end of turn.					
Elven Riders	SC	U	••	3◆◆	LG,4th,5th,6th
Cannot be blocked except by walls and flying creatures. 3/3.					
Elven Rite	SOR	U	•••	1◆	SH
Put a total of two +1/+1 counters on any number of target creatures.					
Elven Warhounds	SC	R	•••	3◆	TM
If Warhounds is blocked, put the blocker on top of owner's library. 2/2.					
Elves of Deep Shadow	SC	U	•••	◆	DK
◆: Add ◆ to mana pool and lose 1 life. 1/1.					
Elvish Archers	SC	R	•••	1◆	Basic
First strike. 2/1.					
Elvish Bard	SC	U	•••	3◆◆	AI
All creatures able to block Bard must do so. 2/4.					
Elvish Berserker	SC	C	••	◆	EX
For each creature that blocks it, Berserker gets +1/+1 until end of turn. 1/1.					
Elvish Farmer	SC	R	•••	1◆	FE
Put a spore counter on Farmer during your upkeep. Remove three spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling: Gain 2 life. 0/2.					
Elvish Fury	INS	C	•••	◆	TM
Buyback ◆. Target creature gets +2/+2 until end of turn.					
Elvish Herder	SC	C	••	◆	UZ
◆: Target creature gains trample until end of turn. 1/1.					
Elvish Hunter	SC	C	•••	1◆	FE
1◆,◆: Target creature does not untap during its next untap step. 1/1.					
Elvish Lookout	SC	C	••	◆	UD
Elvish Lookout can't be the target of spells or abilities. 1/1.					
Elvish Lyrist	SC	C	•••	◆	UZ

NAME	KIND	CR	PR	COST	SETS
◆,◆:Sacrifice: Destroy target enchantment. 1/1.					
Elvish Piper	SC	R	•••	3◆	UD
◆,◆: Put a creature card from your hand into play. 1/1.					
Elvish Ranger	SC	C	•••	2◆	AI
4/1.					
Elvish Scout	SC	C	••	◆	FE
◆,◆: Untap a target attacking creature you control. Creature neither deals nor receives damage in combat. 1/1.					
Elvish Spirit Guide	SC	U	•••	2◆	AI
If Elvish Spirit Guide is in your hand, you may remove it from the game to add ◆ to mana pool. 2/2.					
Emerald Charm	INS	C	•••	◆	VS
Choose one–Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.					
Emerald Dragonfly	SC	C	••	1◆	LG, CH
Flying. ◆◆: First strike until end of turn. 1/1.					
Emperor Crocodile	SC	R	•••	3◆	UD
When you control no other creatures, sacrifice Crocodile. 5/5.					
Endangered Armodon	SC	C	••	2◆◆	SH
If you control any creature with toughness 2 or less, sacrifice Armodon. 4/5.					
Endless Wurm	SC	R	•••	3◆◆	UZ
Trample. During your upkeep, sacrifice an enchantment or sacrifice Wurm. 9/9.					
Erhnam Djinn	SC	U	•••••	3◆	AN, CH
During upkeep give forestwalk to an opponent's creature until next upkeep. 4/5.					
Erithizon	SC	R	•	2◆◆	MM
Whenever Erithizon attacks, put a +1/+1 counter on target creature of defending player's choice. 4/4.					
Essence Filter	SOR	C	•••	1◆◆	IA
Destroy either all enchantments or all enchantments that aren't white.					
Eureka	SOR	R	••	2◆◆	LG
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. If a spell has an X in its casting cost, X is 0.					
Exploration	EN	R	••	◆	UZ
You may play an additional land each turn.					
Faerie Noble	SC	R	•••	2◆	HL
Flying. All Faeries gain +0/+1. ◆: All Faeries gain +1/+0 until the end of turn. 2/2.					
Fallow Earth	SOR	U	••	2◆	MG,6th
Put target land on top of owner's library.					
Fallow Wurm	SC	U	••	2◆	WL
When Wurm comes into play, discard a land or bury Fallow Wurm. 4/4.					
Familiar Ground	EN	U	••	2◆	WL,6th
Each of your creatures cannot be blocked by more than one creature.					
Fanatical Fever	INS	U	••	2◆◆	IA
Give a creature +3/+0 and trample until end of turn.					
•**Fastbond**	EN	R	•••	◆	L,U,R
There is no limit to the number of lands you may play in a turn. Does 1 damage to you for each land beyond the first you play.					
Fecundity	EN	U	••	2◆	UZ
Whenever a creature is put into a graveyard from play, that creature's controller may draw a card.					
Femeref Archers	SC	U	•••	2◆	MG,6th
◆: Do 4 damage to target attacking creature with flying. 2/2					
Feral Instinct	INS	C	••	1◆	VS
Target creature gets +1/+1 until end of turn. Cantrip.					
Feral Thallid	SC	U	••	3◆◆◆	FE
Add a counter during upkeep. Remove 3 counters: Regenerates. 6/3.					
Ferocity	EC	C	•••	1◆	MM
Whenever enchanted creature becomes blocked, you may put a +1/+1 counter on it.					
Fertile Ground	EL	C	••	1◆	UZ
Whenever target is tapped for mana, it produces an additional mana of any color.					
Fire Sprites	SC	C	••	1◆	LG
Flying. ◆,◆: Add ◆ to your mana pool. 1/1.					
Flailing Drake	SC	U	••	3◆	TM
Flying. If Flailing Drake blocks or is blocked by any creature, that creature gets +1/+1 until end of turn. 2/3.					
Floral Spuzzem	SC	U	••	3◆	LG
If Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.					
Fog	INS	C	••	◆	Basic,MG
Creatures deal no damage in combat this turn.					
Fog Patch	INS	C	••	1◆	NE
You may play Fog Patch only during the declare blockers step. All attacking creatures become blocked.					
Folk of An-Havva	SC	C	••	◆	HL
If assigned as a blocker, Folk get +2/+0 until end of turn. 1/1.					
Folk of the Pines	SC	C	••	4◆	IA
1◆: +1/+0 until end of turn. 2/5.					
Food Chain	EN	R	••	2◆	MM
Remove a creature you control from the game: Add X mana of any color to your pool, where X is the creature's converted cost plus one. This mana may only be spent to play creature spells.					
Foratog	SC	U	••	2◆	MG
◆,Sacrifice a forest: +2/+2 until end of turn. 1/2.					
Forbidden Lore	EL	R	•••	2◆	IA
Tap enchanted land: Target creature gains +2/+1 until end of turn.					
Force of Nature	SC	R	••••	2◆◆◆◆	L,U,R,4th,5th
Trample. Pay ◆◆◆◆ during upkeep or Force does 8 damage to you. 8/8.					
Forgotten Harvest	EN	R	••	1◆	PY
"At the beginning of your upkeep, you may remove a land card in your graveyard from the game. If you do, put a +1/+1 counter on target creature.					
Forgotten Lore	SOR	U	••	◆	IA
Opponent chooses a card in your graveyard. You may pay ◆ to have opponent choose a different card. Draw the last card chosen.					
Fortitude	EC	C	••	1◆	UZ
When Fortitude is put into a graveyard from play, return it to owner's hand. Sacrifice a forest: Regenerate enchanted creature.					
Foster	EN	R	•••	2◆◆	MM
Whenever a creature you control is put into a graveyard, you may pay 1. If you do, reveal cards from the top of you library until you reveal a creature card. Put that card into your hand and the rest into your graveyard.					
Foxfire	INS	C	•	2◆	IA,5th
Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Cantrip.					
Freyalise Supplicant	SC	U	••	1◆	IA
◆: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1.					
Freyalise's Charm	EN	U	••	◆◆	IA
◆◆: Draw a card when any opponent successfully casts a black spell. ◆◆: Return Freyalise's Charm to your hand.					
Freyalise's Winds	EN	R	•	2◆◆	IA
Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.					
Frog Tongue	EC	C	••	◆	TM
When Frog Tongue comes into play, draw a card. Enchanted creature can block creatures with flying.					
Fugitive Druid	SC	R	••	3◆	TM
Whenever any player successfully casts an enchantment spell that targets Fugitive Druid, draw a card. 3/2.					
Fungal Bloom	EN	R	•••	◆◆	FE

MAGIC The Gathering® Players Guide

NAME	KIND	CR	PR	COST	SETS
put into a graveyard, put a 1/1 green Saproling token into play for each of those fungus counters. When Sporogenesis leaves play, remove all fungus counters from all creatures.					
Spreading Algae	EL	U	•	🌲	UZ
Play only on a swamp. When enchanted land becomes tapped, destroy that land. When Algae is put into a graveyard from play, return it to owner's hand.					
Squall	SOR	C	••	2🌲	MM
Deals 2 damage to each creature with flying.					
Squallmonger	SC	U	•••	3🌲	MM
2: Deals 1 damage to each creature with flying and each player. Any player may use this ability. 3/3.					
Squirrel Wrangler	SC	R	••••	2🌲🌲	PY
1🌲, Sacrifice a land: Put two 1/1 green Squirrel creature tokens into play. 1🌲, Sacrifice a land: All Squirrels get +1/+1 until end of turn. 2/2.					
Stalking Tiger	SC	C	••	3🌲	MG,6th
Cannot be blocked by more than one creature. 3/3.					
Stamina	EC	U	••	2🌲	MM
Attacking does not cause enchanted creature to tap. Sacrifice: Regenerate enchanted creature.					
Stampede	INS	R	•••	1🌲🌲	IA,5th
All attacking creatures get trample and +1/+0 until end of turn.					
Stampede Driver	SC	U	•••	🌲	NE
1🌲,Discard a card from your hand: Creatures you control get +1/+1 and gain trample until end of turn.					
Stampeding Wildebeests	SC	U	••	2🌲🌲	VS
Trample. During your upkeep, return a green creature you control to owner's hand. 5/4.					
Storm Front	EN	U	•••	🌲	TM
🌲🌲: Tap target creature with flying.					
Storm Seeker	INS	U	•••	3🌲	LG, CH
Do 1 damage to opponent for every card he has in hand.					
Stream of Life	SOR	C	•••	X🌲	Basic
Target player gains X life.					
Striped Bears	SC	C	••	3🌲	WL
When Striped Bears comes into play, draw a card. 2/2.					
Stunted Growth	SOR	R	••••	3🌲🌲	IA
Target player must put 3 cards from his hand on top of his library.					
Subdue	INS	C	••	🌲	LG
Target creature deals 0 damage and gets +0/+X, where X is its casting cost.					
Summer Bloom	SOR	U	••	1🌲	VS,6th
You may play up to three additional lands this turn.					
Superior Numbers	SOR	U	••	🌲🌲	MG
Deal to target creature 1 damage for each creature you control in excess of the number of creatures target opponent controls.					
Survival of the Fittest	EN	R	••••	1🌲	EX
🌲,Discard a creature card: Search your library for a creature card, reveal that card to all players and put it into your hand.					
Sustenance	EN	U	••	🌲	MM
1,Sacrifice a land: Target creature gains +1/+1 until end of turn.					
Sylvan Hierophant	SC	U	•••	1🌲	WL
If Hierophant is put into any graveyard from play, remove it from the game, then return a creature from your graveyard to your hand. 1/2.					
Sylvan Library	EN	R	••••	1🌲	LG,4th,5th
You may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back or pay 4 life per card not replaced.					
Sylvan Paradise	INS	U	•	🌲	LG
Change the color of one or more creatures to green until end of turn.					
Symbiosis	INS	C	•••••	1🌲	UZ
Two target creatures each get +2/+2 until end of turn.					
Tarpan	SC	C	••	🌲	IA,5th
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.					
Taste of Paradise	SOR	C	•••	3🌲	AI
Gain 3 life. Gain 3 life for each 1🌲 you pay over the casting cost.					
Taunting Elf	SC	C	••	🌲	UD
All creatures able to block Taunting Elf do so. 0/1.					
Tempting Licid	SC	U	••	2🌲	SH
🌲,🌲: Licid becomes a creature enchantment that reads "All creatures able to block enchanted creature do so." Move Licid onto target creature. You may pay 🌲 to end this effect. 2/2.					
Thallid	SC	C	•••	🌲	FE
Put a counter on Thallid during upkeep. Remove three counters to put a 1/1 green Saproling token into play. 1/1.					
Thallid Devourer	SC	U	••	1🌲🌲	FE
Put a counter on Devourer during upkeep. Remove three counters to put a 1/1 green Saproling token into play. Sacrifice a Saproling: +1/+2 until end of turn. 2/2.					
Thelon's Chant	EN	U	•	1🌲🌲	FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.					
Thelon's Curse	EN	R	••	🌲🌲	FE
Blue creatures do not untap. During upkeep, a blue creature's controller may pay 💧 to untap one and only one creature.					
Thelonite Druid	SC	U	••	2🌲	FE
1🌲, 🌲: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.					
Thelonite Monk	SC	R	••	2🌲🌲	FE
🌲: Sacrifice a green creature to turn a land into a basic forest. 1/2.					
Thermokarst	SOR	U	•••	1🌲🌲	IA
Destroy target land. You gain 1 life if that land is snow-covered.					
Thicket Basilisk	SC	U	•••	3🌲🌲	Basic
Any non-wall creature blocking or blocked by Basilisk is destroyed at end of combat. 2/4.					
Thorn Elemental	SC	R	•••	5🌲🌲	UD
Thorn Elemental may deal its combat damage to defending player as though it weren't blocked. 7/7.					
Thorn Thallid	SC	C	•••	1🌲🌲	FE
During your upkeep, put a counter on Thorn Thallid. Remove three counters to have it deal 1 damage to any target. 2/2.					
Thoughtleech	EN	U	••	🌲🌲	IA
Gain 1 life whenever target opponent taps an island.					
Thresher Beast	SC	C	•••	3🌲🌲	PY
Whenever Thresher Beast becomes blocked, defending player sacrifices a land. 4/4.					
Thrive	SOR	C	•••	X🌲	PY
Put a +1/+1 counter on each of X target creatures.					
Tiger Claws	EC	C	•••	2🌲	MM
You may play Claws any time you could play an instant. Enchanted creature gains +1/+1 and has trample.					

NAME	KIND	CR	PR	COST	SETS
Timber Wolves	SC	R	••	🌲	L,U,R,4th
Banding. 1/1.					
Tinder Wall	SC	C	••••	🌲	IA
Sacrifice: Add 🔴🔴 to your mana pool. 🌲,Sacrifice: Do 2 damage to target creature Wall blocks. 0/3.					
Titania's Boon	SOR	U	•••	3🌲	UZ
Put a +1/+1 counter on each creature you control.					
Titania's Chosen	SC	U	•••	2🌲	UZ
Whenever a player successfully casts a green spell, put a +1/+1 counter on Chosen. 1/1.					
Titania's Song	EN	U	•••	3🌲	AQ,R,4th,5th
Every non-creature artifact loses its abilities and becomes an artifact creature with power and toughness equal to its casting cost.					
Tornado	EN	R	••	4🌲	AI
CU: 🌲, 2🌲: Pay 3 life for each counter on Tornado. Destroy target permanent and put a counter on Tornado. Use once per turn.					
Touch of Vitae	INS	U	••	2🌲	IA
Target creature gains haste and may untap once this turn. Cantrip.					
Tracker	SC	R	•••	1🌲🌲	DK
🌲🌲, 🌲: Do damage in power to target creature. Target creature does damage equal to its power to Tracker. 2/2.					
Trailblazer	INS	R	••	2🌲🌲	IA
Target creature may not be blocked this turn.					
Trained Armodon	SC	C	••	1🌲🌲	TM,6th
3/3.					
Tranquil Domain	INS	C	••	1🌲	MG
Destroy all global enchantments.					
Tranquil Grove	EN	R	•••	1🌲	WL,6th
1🌲🌲: Destroy all other enchantments.					
Tranquility	SOR	C	•••	2🌲	Basic,TM,MM
Destroy all enchantments.					
Treefolk Mystic	SC	C	•••	3🌲	UL
Whenever a creature blocks or is blocked by Treefolk Mystic, destroy all enchantments on that creature. 2/4.					
Treefolk Seedlings	SC	U	••	2🌲	UZ
Seedlings has toughness equal to the number of forests you control. 2/7.					
Treetop Bracers	EC	C	•••	1🌲	NE
Enchanted creature gets +1/+1 and may be blocked only by creatures with flying.					
Treetop Rangers	SC	C	•••	2🌲	UZ
Rangers cannot be blocked except by creatures with flying. 2/2.					
Tropical Storm	SOR	U	•••	X🌲	MG
Do X damage to all flying creatures and 1 damage to all blue creatures.					
Trumpeting Armodon	SC	U	•••	3🌲	TM
1🌲: Target creature blocks Armodon this turn if able. 3/3.					
Tsunami	SOR	U	•••	3🌲	L,U,R,4th,5th
Destroy all islands in play.					
Typhoon	SOR	R	••	2🌲	LG
Do 1 damage to opponent for each island he controls.					
Uktabi Efreet	SC	C	••••	2🌲🌲	WL
CU: 🌲. 5/4.					
Uktabi Faerie	SC	C	••	1🌲	MG
Flying. 🌲,Sacrifice: Destroy target artifact. 1/1.					
Uktabi Orangutan	SC	U	•••	2🌲	VS,6th
When Orangutan comes into play, destroy target artifact. 2/2.					
Uktabi Wildcats	SC	R	••	4🌲	MG,6th
"" is number of forests you control. 🌲,Sacrifice a forest: Regenerate. "/".					
Undergrowth	INS	C	••	🌲	AI
No creatures deal damage in combat this turn. If you pay 2🔴 in addition to casting cost, Undergrowth doesn't affect red creatures.					
Unseen Walker	SC	U	•••	1🌲	MG,6th
Forestwalk. 1🌲🌲: Target creature gains forestwalk until end of turn. 1/1.					
Untamed Wilds	SOR	U	••	2🌲	LG,4th,5th,6th
Search your library for one basic land and put it in play.					
Unyaro Bee Sting	SOR	U	••	3🌲	MG
Unyaro Bee Sting deals 2 damage to target creature or player.					
Venom	EC	C	••	1🌲🌲	DK,4th,5th
All non-wall creatures in combat with enchanted creature are destroyed after combat.					
Venomous Breath	INS	U	••	3🌲	IA,MM
At end of combat, destroy all creatures that blocked or were blocked by target creature this turn.					
Venomous Dragonfly	SC	C	•••	3🌲	MM
Flying. Whenever Dragonfly blocks or becomes blocked by a creature, destroy that creature at end of combat. 1/1.					
Venomous Fangs	EC	C	••	2🌲	UZ
Whenever enchanted creature successfully deals damage to a creature, destroy that creature.					
Verdant Field	EL	U	•••	2🌲	PY
Enchanted land has "🌲: Target creature gets +1/+1 until end of turn."					
Verdant Force	SC	R	•••	5🌲🌲	TM
During each player's upkeep, put a Saproling token into play. Treat this token as a 1/1 green creature. 7/7.					
Verdant Touch	SOR	R	•••	1🌲	SH
Buyback 3. Target land becomes a 2/2 creature permanently.					
Verdigris	INS	U	••	2🌲	TM
Destroy target artifact.					
Verduran Enchantress	SC	R	••	1🌲🌲	Basic
Draw a card each time you cast an enchantment. 0/2.					
Vernal Bloom	EN	R	••	3🌲	UZ
Whenever a forest is tapped for mana, it produces an additional 🌲.					
Vernal Equinox	EN	R	••	3🌲	MM
Any player may play creature and enchantment spells any time he could play an instant.					
Veteran Explorer	SC	U	••	🌲	WL
If Explorer is put into graveyard from play, each player may search his library for up to two basic lands and put them into play. 1/1.					
Village Elder	SC	C	••	🌲	MG
🌲,🌲,Sacrifice a forest: Regenerate target creature. 1/1.					
Vine Dryad	SC	R	•••	3🌲	MM
Forestwalk. You may play Dryad any time you could play an instant. You may remove a green card in your hand from the game instead of paying Dryad's cost. 1/3.					
Vine Trellis	SC	C	••••	1🌲	MM
🌲: Add 🌲 to your pool. 0/4.					
Vintara Elephant	SC	C	•••	4🌲	PY
Trample. 3: Vintara Elephant loses trample until end of turn. Any player may play this ability. 4/3.					
Vintara Snapper	SC	U	••	2🌲	PY
As long as you control no untapped lands, Vintara Snapper can't be the target of spells or abilities. 2/2.					
Vitalize	INS	C	••	🌲	WL,6th
Untap all creatures you control.					
Vitalizing Wind	INS	R	•••	8🌲	PY
Creatures you control get +7/+7 until end of turn.					
Volrath's Gardens	EN	R	••	1🌲	SH
2,Tap a creature you control: Gain 2 life. Play as a sorcery.					
Waiting in the Weeds	SOR	R	••	1🌲🌲	MG,6th
Each player puts a 1/1 green Cat token into play for each of his untapped forests.					
Wall of Blossoms	SC	U	••••	1🌲	SH
When Wall of Blossoms comes into play, draw a card. 0/4.					
Wall of Brambles	SC	U	••	2🌲	L,U,R,4th,5th
🌲: Regenerates. 2/3.					
Wall of Ice	SC	U	••	2🌲	L,U,R,4th
0/7.					
Wall of Pine Needles	SC	U	••	3🌲	IA
🌲: Regenerate. 3/3.					
Wall of Roots	SC	C	•••	1🌲	MG
Put a -0/-1 counter on Wall of Roots: Add 🌲 to your mana pool. Use this ability only once each turn. 0/5.					
Wall of Wood	SC	C	•	🌲	L,U,R,4th
0/3.					
Wanderlust	EC	U	••	2🌲	L,U,R,4th,5th
Do 1 damage to enchanted creature's controller during upkeep.					
War Dance	EN	U	•••	🌲	UZ
During your upkeep, you may put a counter on Dance. Sacrifice: Target creature gets +X/+X until end of turn, where X is the number of counters.					
War Mammoth	SC	C	••	3🌲	L,U,R,4th,5th
Trample. 3/3.					
Warthog	SC	C	•••	1🌲🌲	VS,6th
Swampwalk. 3/2.					
Weatherseed Elf	SC	C	•••	🌲	UL
🌲: Target creature gains forestwalk until end of turn. 1/1.					
Weatherseed Treefolk	SC	R	•••••	2🌲🌲🌲	UL
Trample. When Weatherseed Treefolk is put into a graveyard from play, return Weatherseed Treefolk to owner's hand. 5/3.					
Web	EC	R	•	🌲	L,U,R,4th
Target creature gains +0/+2 and may block flying creatures.					
Whip Vine	SC	C	••	2🌲	AI
Can block flying creatures. You may choose not to untap Vine during untap step. 🌲: Tap target flying creature blocked by Whip. Creature does not untap as normal as long as Vine remains tapped. 1/4.					
Whippoorwill	SC	U	••	🌲	DK
🌲🌲,🌲: Target may not regenerate or be a target of damage-preventing effects. If target goes to graveyard, remove it from the game. 1/1.					
Whirling Dervish	SC	U	••••	🌲🌲	LG,4th,5th
Protection from black. Gains +1/+1 if it damages opponent. 1/1.					
Whirlwind	SOR	R	•••	2🌲🌲	UZ
Destroy all creatures with flying.					
Whiteout	INS	U	••	1🌲	IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to your hand.					
Wiitigo	SC	R	••	3🌲🌲	IA
Put six +1/+1 counters on Wiitigo. During your upkeep, put a +1/+1 counter on Wiitigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wiitigo. 0/0.					
Wild Dogs	SC	C	•••	🌲	UZ
During your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. 2/1.					
Wild Elephant	SC	C	••	3🌲	MG
Trample. 3/3.					
Wild Growth	EL	C	••	🌲	Basic,IA
Target land provides an extra 🌲 when tapped for mana.					
Wild Mammoth	SC	U	••	2🌲	NE
At the beginning of your upkeep, if a player controls more creatures than any other, that player gains control of Mammoth. 3/4.					
Wild Might	INS	C	••••	1🌲	PY
Target creature gets +1/+1 until end of turn. That creature gets an additional +4/+4 until end of turn unless any player pays 2.					
Willow Faerie	SC	C	•	1🌲	HL
Flying. 1/2.					
Willow Priestess	SC	R	•••	2🌲🌲	HL
🌲: Take a Faerie from your hand and put it directly into play. 2🌲: Target green creature gains protection from black until the end of turn. 2/2.					
Willow Satyr	SC	R	••	2🌲🌲	LG
🌲: Gain control of target legend. Lose control of this legend if Satyr untaps or leaves your control. You may leave Satyr tapped. 1/1.					
Wind Shear	INS	U	••	2🌲	VS
All attacking flying creatures get -2/-2 and lose flying until end of turn.					
Winding Wurm	SC	C	••	4🌲	UZ
Echo. 6/6.					
Wing Snare	SOR	U	•••	2🌲	UL
Destroy target creature with flying.					
Wing Storm	SOR	U	•	2🌲	PY
Wing Storm deals X damage to each player, where X is twice the number of creatures with flying that player controls.					
Winter Blast	SOR	U	•••	X🌲	LG,4th,5th
Tap X target creatures. Do 2 damage to each target flying creature.					
Winter's Grasp	SOR	U	••	1🌲🌲	TM
Destroy target land.					
Wolverine Pack	SC	C	••	2🌲🌲	LG,5th
Rampage: 2. 2/4.					
Wood Elemental	SC	R	•	3🌲	LG
Sacrifice " untapped forests when casting Wood Elemental. "/".					
Wood Elves	SC	C	••	2🌲	EX
When Wood Elves comes into play, search your library for a forest card and put that forest into play. 1/1.					
Woodripper	SC	U	•••	3🌲🌲	NE
Fading: 3. 1: Remove a fade counter from Woodripper: Destroy target artifact. 4/6.					
Woolly Mammoths	SC	C	••	1🌲🌲	IA
Gains trample if you control any snow-covered lands. 3/2.					
Woolly Spider	SC	C	•••	1🌲🌲	IA
Can block flying creatures. Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.					
Worldly Tutor	INS	U	•••	🌲	MG,6th
Search your library for a creature card and reveal that card to all players. Shuffle your library and put the revealed card back on top.					
Wormwood Treefolk	SC	R	•••	3🌲🌲	DK
🌲🌲: Forestwalk until end of turn and you take 2 damage. 🌲🌲: Swampwalk until end of turn and you take 2 damage. 4/4.					
Wyluli Wolf	SC	R	••	1🌲	AN,5th,6th
🌲: Target creature gets +1/+1. 1/1.					
Yavimaya Ancients	SC	C	•••	3🌲🌲	AI
🌲: +1/-2 until end of turn. 2/7.					
Yavimaya Ants	SC	U	•••	2🌲🌲	AI
Trample. CU: 🌲🌲. Haste. 5/1.					
Yavimaya Elder	SC	C	••••	1🌲🌲	UD
When Elder is put into a graveyard from play, you may search your library for up to two basic lands, reveal them, and put then into your hand. 2,Sacrifice: Draw a card. 2/1.					
Yavimaya Enchantress	SC	U	•••	2🌲	UD
Enchantress gets +1/+1 for each enchantment in play. 2/2.					
Yavimaya Gnats	SC	U	•••	2🌲	IA
Flying. 🌲: Regenerate. 0/1.					
Yavimaya Granger	SC	C	•••	2🌲	UL
Echo. When Granger comes into play, you may search your library for a basic land and put that land into play tapped. 2/2.					
Yavimaya Scion	SC	C	•••	4🌲	UL
Protection from artifacts. 4/4.					
Yavimaya Wurm	SC	C	•••	4🌲🌲	UL
Trample. 6/4.					

KILLER COMBOS



JOLTING MERFOLK AND COWARDICE: With Cowardice in play, Jolting Merfolk can remove some of your opponent's toughest creatures. Then, use the Merfolk to target itself. Replay it and start all over again.

RED

NAME	KIND	CR	PR	COST	SETS
About Face	INS	C	•••	🔴	UL
Switch target creature's power and toughness until end of turn. Effects that alter the creature's power alter its toughness instead, and vice versa.					
Acidic Soil	SOR	U	••	2🔴	UZ
Soil deals 1 damage to each player for each land he controls.					
Active Volcano	INS	C	•	🔴	LG, CH
Destroy a blue permanent or return an island to owner's hand.					
Ærathi Berserker	SC	U	•	2🔴🔴🔴	LG
Rampage: 3. 2/4.					
Æther Flash	EN	U	•••	2🔴🔴	WL,6th
When any creature comes into play, Deal 2 damage to that creature.					
Æther Sting	EN	U	••	3🔴	UD
Whenever one of your opponents plays a creature spell, Æther Sting deals 1 damage to that player.					
Aftershock	SOR	C	•••	2🔴🔴	TM
Destroy target artifact, creature or land. Aftershock deals 3 damage to you.					
Agent of Stromgald	SC	C	••	🔴	AI
🔴: Add 🔴 to your mana pool. 1/1.					
Aggression	EC	U	••	2🔴	IA
Target non-wall creature gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.					
Agility	EC	C	•••	1🔴	MG
Enchanted creature gets +1/+1 and gains flanking.					
Aladdin	SC	R	••	2🔴🔴	AN,CH
1🔴🔴: Steal an artifact. 1/1.					
Aleatory	INS	U	•	1🔴	MG
Flip a coin; If you win, target creature gets +1/+1 until end of turn. Cantrip.					
Ali Baba	SC	U	••	🔴	AN,4th
🔴: Tap target wall. 1/1.					
Ali from Cairo	SC	R	•••	2🔴🔴	AN
You cannot be reduced below 1 life due to damage. 0/1.					
Aliban's Tower	INS	C	••	1🔴	HL
Target defending creature gains +3/+1 until end of turn.					

MAGIC FACT **Though most cards from the *Portal: Three Kingdoms* set are tough to find in the United States, several of the basic lands can be found in the *Battle Royale* multiplayer set.**

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ○ WHITE ● LAND

ART Artifact	**EA** Enchant Artifact	**EN** Enchantment	**LAN** Land	**SC** Summon Creature
AC Artifact Creature	**EC** Enchant Creature	**EW** Enchant World	**LL** Legendary Land	**SL** Summon Legend
CR Current Rarity	**EL** Enchant Land	**INS** Instant	**MS** Mana Source	**SOR** Sorcery

Ambush INS C •• 3◉ HL
All blocking creatures get first strike.

Ambush Party SC C •• 4◉ HL,5th
First strike. Haste. 3/1.

Amok EN R •• 1◉ SH
1: Discard a card at random: Put a +1/+1 counter on target creature.

An-Zerrin Ruins EN R •• 2◉◉ HL
A creature type of your choice does not untap during untap step.

Anaba Ancestor SC R •• 1◉ HL
◉: Target Minotaur gets +1/+1 until end of turn. 1/1.

Anaba Bodyguard SC C •• 3◉ HL,6th
First strike. 2/3.

Anaba Shaman SC C ••• 3◉ HL,6th
◉,◉: Do 1 damage to target creature or player. 2/2.

Anaba Spirit Crafter SC R •• 2◉◉ HL
All minotaurs get +1/+0. 1/3.

Anarchist SC C •• 4◉ EX
When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand. 2/2.

Anarchy SOR U •••• 2◉◉ IA
Destroy all white permanents.

Ancient Runes EN U •• 2◉ TM
During each player's upkeep, Ancient Runes deals 1 damage to that player for each artifact he or she controls.

Ancient Hydra SC U ••• 4◉ NE
Fading: 5. 1, Remove a fade counter from Ancient Hydra: Ancient Hydra deals 1 damage to target creature or player. 5/1.

Antagonism EN R •• 3◉ UZ
During each player's discard phase, Antagonism deals 2 damage to that player unless one of his opponents was successfully dealt damage that turn.

Apocalypse SOR R •• 2◉◉◉ TM
Remove all permanents from the game. Discard your hand.

Arc Lightning SOR C ••• 2◉ UZ
Arc Lightning deals 3 damage divided as you choose among any number of target creatures and/or players.

Arc Mage SC U ••• 2◉ NE
2◉,◉: Discard a card from your hand: Deals 2 damage divided among any number of target creatures and/or players. 2/2.

Armorer Guildmage SC C •• ◉ MG
◉,◉: Target creature gets +1/+0. ◉,◉: Target gets +0/+1. 1/1.

Arms Dealer SC U ••• 2◉ MM
1,◉,Sacrifice a Goblin: Deals 4 damage to target creature. 1/1.

Artifact Blast INS C • ◉ AQ
Counter an artifact as it is being cast.

Atog SC C ••• 1◉ AQ,R,5th
1,Sacrifice an artifact: +2/+2. 1/2.

Avalanche SOR U • X◉◉ IA
Destroy X snow-covered lands.

Avalanche Riders SC U ••• 3◉ UL
Echo. Haste. When Riders comes into play, destroy target land. 2/2.

Avatar of Fury SC R ••• ◉◉ PY
Flying. If an opponent controls seven or more lands, Avatar of Fury costs 6 less to play. ◉: Avatar of Fury gets +1/+0 until end of turn. 6/6.

Backdraft INS U •• 1◉ LG
Backdraft deals half the damage (round down) done by one sorcery to its caster.

Balduvian Barbarians SC C •• 1◉◉ IA,6th
3/2

Balduvian Horde SC R ••• 2◉◉ AI,6th
When Horde enters play, randomly discard a card or bury Horde. 5/5.

Balduvian Hydra SC R •• X◉◉ IA
Put X +1/+0 counters on Hydra when it comes into play. 1, Remove a +1/+0 counter: Prevent 1 damage to Hydra. ◉◉◉: Put a +1/+0 counter on Hydra during your upkeep. 0/1.

Balduvian War-Makers SC C •• 4◉ AI
Rampage: 1. Haste. 3/3.

Ball Lightning SC R •••• ◉◉◉ DK,4th,5th
Trample. Haste. Bury Ball Lightning at end of turn. 6/1.

Barbarian Guides SC C •• 2◉ IA
2◉,◉: Give target creature snow-covered landwalk ability of your choice until end of turn. Return creature to its owner's hand at end of turn. 1/2.

Barbed Field LAN U ••• 2◉◉ PY
Enchanted land has "◉: This land deals 1 damage to target creature or player."

Barbed Sliver SC U ••• 2◉ TM
Each Sliver gains "2: +1/+0 until end of turn." 2/2.

Barreling Attack INS R ••• 2◉◉ MG
Target creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.

Battle Frenzy INS C ••• 2◉ IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.

Battle Rampart SC C •• 2◉ MM
◉: Target creature gains haste until end of turn. 1/3.

Battle Squadron SC R •• 3◉◉ MM
Flying. Squadron's power and toughness are each equal to the number of creatures you control. */*.

Beasts of Bogardan SC U ••• 4◉ LG, CH
Protection from red. Gets +1/+1 if opponent controls white cards. 3/3.

Bedlam EN R •• 2◉◉ UZ
Creatures cannot block.

Bestial Fury EC C ••• 2◉ AI
If enchanted creature attacks and is blocked, it gains trample and gets +4/+0 until end of turn. Cantrip.

Betrothed of Fire EC C • 1◉ WL
Sacrifice an untapped creature: Enchanted creature gets +2/+0 until end of turn. Sacrifice enchanted creature: All creatures you control get +2/+0 until end of turn.

Bird Maiden SC C • 2◉ AN,4th,5th
Flying. 1/2.

Blaster Mage SC C •• 2◉ MM
◉,◉,Discard a card: Destroy target wall. 2/2.

Blaze SOR U ••• X◉ 5th,6th
Blaze deals X damage to target creature or player.

Blazing Effigy SC C •• 1◉ LG
When placed in the graveyard from play, Effigy does 3 damage to target creature. If it was destroyed by another Effigy, it also does damage equal to the damage done to that Effigy. 0/3.

Blind Fury INS U •• 2◉◉ MG
All creatures lose trample until end of turn. Double all combat damage assigned to creatures this turn.

Blistering Barrier SC C •• 2◉ MG
Counts as a wall. 5/2.

Blood Frenzy INS C ••• 1◉ TM
Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.

Blood Hound SC R •• 2◉ MM
Whenever you take damage, you may put that many +1/+1 counters on Hound. At end of turn, remove all counters from Hound. 1/1.

Blood Lust INS C ••• 1◉ LG,4th,5th
Target creature gets +4/-4. Its toughness cannot go below 1.

Blood Oath INS R •• 3◉ MM
Choose a card type. Target opponent reveals his hand. Oath deals 3 damage to that player for each card of the chosen type revealed.

Blood Moon EN R ••• 2◉ DK, CH
Treat all non-basic lands as basic mountains.

Bloodrock Cyclops SC C •• 2◉ WL
Bloodrock Cyclops attacks each turn if able. 3/3.

Bloodshot Cyclops SC R ••• 5◉ UD
◉,Sacrifice a creature: Cyclops deals X damage to target creature or player, where X is the sacrificed creature's power. 4/4.

Bogardan Firefiend SC C •• 2◉ WL
If Firefiend is put into any graveyard from play, it deals 2 damage to target creature. 2/1.

Bogardan Phoenix SC R •• 2◉◉◉ VS
Flying. If Phoenix is put into any graveyard from play and has no counter on it, return Phoenix to play and put a counter on it; if Phoenix is put into any graveyard and has a counter on it, remove it from the game. 3/3.

Boil INS U ••• 3◉ TM,6th
Destroy all islands.

Boiling Blood INS C •• 2◉ WL
Target creature attacks this turn if able. Draw a card.

Bola Warrior SC C •• 1◉ NE
◉,◉,Discard a card from your hand: Target creature can't block this turn. 1/1.

Bone Shaman SC C •• 2◉◉ IA
◉: Creatures damaged by Bone Shaman this turn can't regenerate. 3/3.

Brand INS R •• ◉ UZ
Gain control of all permanents you own. Cycling 2.

Brand of Ill Omen EC R •• 3◉ IA
CU: ◉: Target creature's controller may not cast summon spells.

Branded Brawlers SC C •• ◉ PY
Branded Brawlers can't attack if defending player controls an untapped land. Branded Brawlers can't block if you control an untapped land. 2/2.

Brassclaw Orcs SC C •• 2◉ FE,5th
Cannot be assigned to block creatures of power greater than 1. 3/2.

Bravado EC C •• 1◉ UZ
Enchanted creature gets +1/+1 for each other creature you control.

Brawl INS R ••• 3◉◉ MM
Until end of turn, all creatures gain "◉: This creature deals damage equal to its power to target creature."

Brothers of Fire SC C •• 1◉◉ DK,4th,5th
1◉◉: Do 1 damage to any target and 1 damage to you. 2/2.

Brutal Suppression EN U •• ◉ PY
Activated abilities on Rebel cards cost an additional "Sacrifice a land" to play.

Brute, The EC C •• 1◉ LG,4th,5th
Target creature gains +1/+0. ◉◉◉: Regenerates.

Builder's Bane SOR C • X◉◉ MG
Destroy X target artifacts. For each artifact put into the graveyard in this way, Bane deals 1 damage to that artifact's controller.

Bulwark EN R •• 3◉◉ UZ
During your upkeep, Bulwark deals 1 damage to target opponent for each card in your hand greater than the number of cards in that player's hand.

Burning Palm Efreet SC U •• 2◉◉ MG
1◉◉: Do 2 damage to a flying creature; it loses flying for this turn. 2/2

Burning Shield Askari SC C ••• 2◉ MG
Flanking. ◉◉: First strike until end of turn. 2/2.

Burnout INS U •• 1◉ AI
Counter target blue spell. Cantrip.

Burrowing EC U •• ◉ L,U,R,4th,6th
Target creature gains mountainwalk.

Canyon Drake SC R •• 2◉◉ TM
Flying. 1: Discard a card at random: Drake gets +2/+0 until end of turn. 1/2.

Canyon Wildcat SC C ••• 1◉ TM
Mountainwalk. 2/1.

Cave People SC U •• 1◉◉ DK,4th,5th
Gains +1/-2 when attacking. 1◉◉,◉: Give target creature mountainwalk until end of turn. 1/4.

Cave Sense EC C ••• 1◉ MM
Enchanted creatures gains +1/+1 and has mountainwalk.

Cave-In SOR R ••• 3◉◉ MM
You may remove a red card in your hand from the game instead of paying Cave-In's mana cost. Cave-In deals 2 damage to each creature and each player.

Cavern Crawler SC C •• 2◉ MM
Mountainwalk. ◉: Gains +1/-1 until end of turn. 0/3.

Caverns of Despair EN R •• 2◉◉ LG
No player may attack or block with more than two creatures.

Ceremonial Guard SC C •• 2◉ MM
When Guard attacks or blocks, destroy it at end of combat. 3/4.

Chain Lightning SOR C ••• ◉ LG
Deals 3 damage to target creature or player. Each time the target's controller may pay ◉◉ to deal 3 damage to any target.

Chandler SL C •• 4◉ HL
◉◉◉,◉: Destroy target artifact creature. 3/3.

Chaos Charm INS C ••• ◉ MG
Target creature gains haste until end of turn; or Chaos Charm deals 1 damage to a creature; or destroy target wall.

Chaos Harlequin SC R •• 2◉◉ AI
◉: Remove top card of your library from game. If it's a land, Harlequin gets -4/-0 until end of turn; otherwise, Harlequin gets +2/+0. 2/4.

Chaos Lord SC R •• 4◉◉◉ IA
First strike. Chaos Lord has haste, but not the first time it comes into play. If the number of permanents in play is even during your upkeep, opponent gains control of Chaos Lord. 7/7.

Chaos Moon EN R • 3◉ IA
If the number of permanents during an upkeep is odd, all red creatures gain +1/+1 and all mountains produce an additional ◉. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.

Chaoslace INS R • ◉ L,U,R,4th
Changes the color of a card being played or in play to red.

Chaosphere EW R •• 2◉ MG
Creatures with flying cannot block creatures without flying. Creatures without flying can block creatures with flying.

Chaotic Goo SC R •• 2◉◉ TM
Comes into play with three +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Goo. Otherwise, remove a +1/+1 counter from it. 0/0

Cinder Cloud INS U ••• 3◉◉ MG
Destroy target creature. If the creature is white, Cloud deals to that creature's controller damage equal to the creature's power.

Cinder Crawler SC C •• 1◉ EX
◉: Crawler gets +1/+0 until turn ends. Play only if Crawler is blocked. 1/2.

Cinder Elemental SC U ••• 3◉ MM
X◉◉◉Sacrifice: Deals X damage to target creature or player. 2/2.

Cinder Giant SC U •• 3◉ WL
During upkeep, Giant deals 2 damage to each other creature you control. 5/3.

Cinder Seer SC U ••• 3◉ UD
2◉,◉: Reveal any number of red cards in your hand. Cinder Seer deals X damage to target creature or player, where X is the number revealed. 1/1.

Cinder Wall SC C •• ◉ WL
If Cinder Wall blocks, destroy it at end of combat. 3/3.

Citadel of Pain EN U •• 2◉ PY
At the end of each player's turn, Citadel deals X damage to that player, where X is the number of untapped lands he or she controls.

Close Quarters EN U •• 2◉◉ MM
Whenever a creature you control becomes blocked, Quarters deals 1 damage to target creature or player.

Colos Yearling SC C •• 2◉ UD
Mountainwalk. ◉: +1/+0 until end of turn. 1/1.

Cone of Flame SOR U •• 3◉◉ WL
Choose three target creatures and/or players. Cone of Flame deals 1 damage to the first, 2 damage to the second, and 3 damage to the third.

Conquer EL U •• 3◉◉ IA,5th,6th
Take control of target land.

Consuming Ferocity EC U •• 1◉ MG
Play on a non-wall. Creature gets +1/+0. During your upkeep, put a +1/+0 counter on creature. At the end of any upkeep, if creature has 3 or these counters, bury the creature and it deals to its controller an amount of damage equal to its power.

Convulsing Licid SC U •• 2◉ SH
◉,◉: Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot block" instead of a creature. Move Licid onto target creature. You may pay ◉ to end this effect. 2/2.

Covetous Dragon SC R •••• 4◉ UD
Flying. When you control no artifacts, sacrifice Dragon. 6/5.

Crag Saurian SC R •• ◉◉◉ MM
Whenever Saurian is dealt damage, the controller of that damage's source gains control of Saurian. 4/4.

Crash INS C ••• 2◉ MM
You may sacrifice a mountain instead of paying Crash's mana cost. Destroy target artifact.

Crater Hellion SC R ••• 4◉◉ UZ
Echo. When Hellion comes into play, it deals 4 damage to each other creature. 6/6.

Craven Giant SC C • 2◉ SH
Craven Giant cannot block. 4/1.

Crevasse EN U • 2◉ LG
Creatures with mountainwalk may be blocked.

Crimson Hellkite SC R •• 6◉◉◉ MG,6th
Flying. X,◉: Deals X damage to target creature. Spend ◉ only. 6/6.

Crimson Kobolds SC C • 0 LG
Crimson Kobolds are red creatures. 0/1.

Crimson Manticore SC R •• 2◉◉ LG,4th,5th
Flying. ◉,◉: Deals 1 damage to attacking or blocking creature. 2/2.

Crimson Roc SC U •• 4◉ MG
Flying. If Roc blocks a non-flying creature, it gets +1/+0 and first strike until end of turn. 2/2.

Crookshank Kobolds SC C • 0 LG
Crookshank Kobolds are red creatures. 0/1.

Crown of Flames EC C •• ◉ TM
◉: Enchanted creature gets +1/+0 until end of turn. ◉: Return Crown of Flames to owner's hand.

Curse of Marit Lage EN R •• 3◉◉ IA
Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap step.

Deadshot SOR R •• 3◉ TM
Tap target creature: It deals damage equal to its power to another target creature.

Death Spark INS U •• ◉ AI
Deals 1 damage to any target. At end of upkeep, if Spark is in your graveyard with a creature directly above it, you may pay 1 to pick up Spark.

Defender of Chaos SC C ••• 2◉ UL
Protection from white. You may play Defender as an instant. 2/1.

Desert Nomads SC C •• 2◉ AN
Desertwalk. Immune to damage from Deserts. 2/2.

Desperate Gambit INS U •• ◉ WL
Flip a coin; If you win, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.

Destructive Urge EC U •• 1◉◉ UZ
Whenever enchanted creature successfully deals combat damage to a player, that player sacrifices a land.

Detonate SOR U ••• X◉ AQ,4th,5th
Destroy target artifact and Detonate deals X damage to its controller. X is the casting cost of the artifact.

Devastate SOR C •• 3◉◉ PY
Destroy target land. Devastate deals 1 damage to each creature and each player.

Disharmony INS R •• 2◉ LG
Untap target attacking creature and gain control of it until end of turn.

Disintegrate SOR C •••• X◉ L,U,R,4th,5th
Disintegrate deals X damage to target creature or player. If target is a creature and dies this turn, remove it from the game.

Disorder SOR U •• 1◉ UZ
Disorder deals 2 damage to each white creature and each player who controls a white creature.

Dizzying Gaze EC C •• ◉ EX
Play only on a creature you control. ◉: Enchanted creature deals 1 damage to target creature with flying.

Downhill Charge INS C ••• 2◉ NE
You may sacrifice a mountain instead of paying Downhill Charge's mana cost. Target creature gets +X/+0 until end of turn, where X is the number of mountains you control.

Dragon Whelp SC U ••• 2◉◉ L,U,R,4th
Flying. ◉: +1/+0; if more than ◉◉◉ is spent this way in one turn, Dragon Whelp is destroyed at end of turn. 2/3.

Dromosaur SC C •• 2◉ UZ
Whenever Dromosaur blocks or becomes blocked, it gets +2/-2 until end of turn. 2/3.

Duct Crawler SC C •• ◉ SH
1◉: Target creature cannot block Duct Crawler this turn. 1/1.

Dwarven Armorer SC R •• ◉ FE
◉,◉: Discard a card from your hand: Put a +0/+1 or a +1/+0 counter on target creature. 0/2.

Dwarven Armory EN R •• 2◉◉ IA
2,Sacrifice a land: Put a +2/+2 counter on a creature. You may only use this ability during your upkeep.

Dwarven Berserker SC C •• 1◉ WL
If Berserker is blocked, it gets +3/+0 and gains trample until end of turn. 1/1.

Dwarven Catapult INS U • X◉ FE,5th
Deals X damage, divided evenly among all of opponent's creatures.

Dwarven Demolition Team SC U •• 2◉ L,U
◉: Destroy target wall. 1/1.

Dwarven Lieutenant SC U •• ◉◉ FE
1◉: Give target Dwarf +1/+0 until end of turn. 1/2.

Dwarven Miner SC U ••• 1◉ MG
2◉,◉: Destroy target nonbasic land. 1/2.

Dwarven Nomad SC C ••• 2◉ MG
◉: Target creature with power 2 or less is unblockable this turn. 1/1.

Dwarven Pony SC R • ◉ HL
◉,◉: Target Dwarf gets mountainwalk until the end of turn. 1/1.

Dwarven Sea Clan SC U • 2◉ HL
◉: At the end of combat, do 2 damage to target attacking or blocking creature. Only use if creature's controller controls any islands. 1/1.

Dwarven Soldier SC C •• 1◉ FE,5th
If Dwarven Soldier blocks or is blocked by an Orc, it gains +0/+2 until end of turn. 2/1.

Dwarven Song INS U • ◉ LG
Change the color of any number of target creatures to red until end of turn.

Dwarven Thaumaturgist SC R ••• 2◉ WL
◉: Switch the power and toughness of target creature until end of turn. Effects that alter that creature's power alter its toughness instead, and vice versa, until end of turn. 1/2.

Dwarven Trader SC C • ◉ HL
1/1.

Dwarven Vigilantes SC C •• 2◉ VS
If Vigilantes attacks and is not blocked, you may have it deal no combat damage. If you do, Vigilantes deals damage equal to its power to target creature. 2/2.

Dwarven Warriors SC C ••• 2◉ L,U,R,4th,5th
◉: Target creature of power no greater than 2 becomes unblockable. 1/1.

Dwarven Weaponsmith SC U •• 1◉ AQ,R
◉, Sacrifice an artifact: Put a +1/+1 counter on target creature. 1/1.

Earth Elemental SC U •• 3◉◉ L,U,R,4th
4/5.

Earthbind EC C •• ◉ L,U,R
Deal 2 damage to target flying creature. Enchanted creature loses flying.

Earthquake SOR R •••• X◉ Basic
Deals X damage to all players and non-flying creatures in play.

Ekundu Cyclops SC C ••• 3◉ MG
If any creature you control attacks, Cyclops also attacks if able. 3/4.

Electryte SC R •• 3◉◉ UZ
Whenever Electryte successfully deals combat damage to defending player, Electryte deals damage equal to its power to each blocking creature. 3/3.

Elkin Lair EW R •• 3◉ VS
During each player's upkeep, that player chooses a random card from his hand and sets it aside face up. The player may play that card as though it were in his hand. If the player doesn't play the card by end of turn, bury it.

Emberwilde Djinn SC R •• 2◉◉ MG
Flying. During each player's upkeep, he or she may pay ◉◉ or lose 2 life to gain control of Emberwilde Djinn. 5/4.

Enraging Licid SC U •• 1◉ TM
◉,◉: Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains haste" instead of a creature. You may pay ◉ to end this effect. 1/1.

Enslaved Scout SC C •• 2◉ AI
2: Mountainwalk until end of turn. 2/2.

Eron the Relentless SL U •••• 3◉◉ HL
◉◉◉: Regenerates. Haste. 5/2.

Errantry EC C ••• 1◉ IA,5th
Target creature gains +3/+0. No other creatures can attack this turn if target creature attacks.

Eternal Flame SOR R • 1◉◉ DK
Deals X damage to target opponent, where X is the number of mountains you control. Lose half that amount of life, rounding up.

Eternal Warrior EC C •• ◉ LG,4th,5th

STUMPERS



Q: I have a Thran Quarry and a Treetop Village in play, but no other creatures. Can I activate the Treetop Village each turn to keep the Quarry alive?

Tatsuya Oiye, Claremont, Calif.

A: ***Yes. Simply respond to each Quarry end-of-turn ability by activating the Village. The Village will revert to a land afterwards, but the Quarry will be safe for the turn.***

MAGIC The Gathering® Players Guide

NAME	KIND	CR	PR	COST	SETS
Retromancer	SC	C	•••	2 2	UZ
Whenever Retromancer is the target of a spell or ability, Retromancer deals 3 damage to that spell or ability's controller. 3/3.					
Rhystic Lightning	INS	C	•••	2 2	PY
Deals 4 damage to target creature or player unless that creature's controller or that player pays 2. If he or she does, Rhystic Lightning deals 2 damage to the creature or player.					
Ridgeline Rager	SC	C	••	2 2	PY
2: Ridgeline Rager gets +1/+0 until end of turn. 1/2.					
Rivalry	EN	R	••	2 2	UL
During each player's upkeep, if that player controls more lands than any other, Rivalry deals 2 damage to him or her.					
Robber Fly	SC	U	•	2 2	MM
Flying. Whenever Fly becomes blocked, defending player discards his hand, then draws that many cards. 1/1.					
Roc Hatchling	SC	U	••	2	WL
When Hatchling comes into play, put four counters on it. During your upkeep, remove a counter from Hatchling. As long as no counters are on it, Hatchling gains +3/+2 and flying. 0/1.					
Roc of Kher Ridges	SC	R	•••	3 2	L,U,R
Flying. 3/3.					
Rock Badger	SC	U	•••	4 2	MM
Mountainwalk. 3/3.					
Rock Hydra	SC	R	••	2	L,U,R
Put X +1/+1 counters on Hydra. Remove a counter for each point of damage Hydra takes unless you spend 2 per counter. 2 2 2: Put a +1/+1 counter on Hydra. Use only during upkeep. 0/0.					
Rock Slide	INS	C	•••	X 2	VS
Deals X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.					
Rogue Skycaptain	SC	R	•••	2 2	AI
Flying. At beginning of upkeep, put a counter on Skycaptain. During upkeep, pay 2 for each counter on Skycaptain, or remove all counters from Skycaptain and opponent gains control of Skycaptain. 3/4.					
Rolling Thunder	SOR	C	•••	X 2 2	TM
Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.					
Ruination	SOR	R	•••	3 2	SH
Destroy all nonbasic lands.					
Rukh Egg	SC	C	••••	3 2	AN
If Rukh Egg goes to the graveyard from play, you get a Rukh token, a 4/4 flying red creature, at end of turn. 0/3.					
Rumbling Crescendo	EN	R	••	3 2 2	UZ
During your upkeep, you may put a counter on Crescendo. 2, Sacrifice: Destroy up to X target lands, where X is the number of counters.					
Rupture	SOR	U	•••	2 2	NE
Sacrifice a creature. Rupture deals damage equal to that creature's power to each creature without flying and each player.					
Sabertooth Tiger	SC	C	••	2 2	IA,5th,6th
First strike. 2/1.					
Sabertooth Wyvern	SC	U	••	4 2	EX
Flying, first strike. 3/2.					
Sandstone Warrior	SC	C	•••	2 2 2	TM
First strike. 2: Sandstone Warrior gains +1/+0 until end of turn. 1/3.					
Sawtooth Ogre	SC	C	•••	2 2 2	WL
If Sawtooth Ogre blocks or is blocked by any creature, Sawtooth Ogre deals 1 damage to that creature at end of combat. 3/3.					
Scald	EN	U	••	1 2	UZ
Whenever a player taps an island for mana, Scald deals 1 damage to him.					
Scalding Salamander	SC	U	••	2 2	EX
1: Scalding Salamander deals 1 damage to each creature without flying defending player controls. Play this ability only if Scalding Salamander is attacking and only once each turn. 2/1.					
Scent of Cinder	SOR	C	••	1 2	UD
Reveal any number of red cards in your hand. Scent deals X damage to target creature or player, where X is the number of cards revealed.					
Scorched Earth	SOR	R	•••	X 2	TM
Choose and discard X land cards: Destroy X target lands.					
Scoria Cat	SC	U	•••	3 2 2	PY
As long as you control no untapped lands, Scoria Cat gets +3/+3. 3/3.					
Scoria Wurm	SC	R	•	4 2	UZ
During your upkeep, flip a coin. If you lose, return Wurm to owner's hand. 7/7.					
Scrap	INS	C	•••	2 2	UZ
Destroy target artifact. Cycling 2.					
Seal of Fire	EN	C	•••	2	NE
Sacrifice Seal: Deal 2 damage to target creature or player.					
Search for Survivors	SOR	R	•	2 2	PY
Shuffle your graveyard. An opponent chooses a card from it at random. If that card is a creature card, put it into play. Otherwise, remove it from the game.					
Searing Spear Askari	SC	C	•••	2 2	MG
Flanking. 1 2: Cannot be blocked by only one creature this turn. 2/2.					
Searing Touch	INS	U	••	2	TM
Buyback 3. Deals 1 damage to target creature or player.					
Searing Wind	INS	R	••	6 2	PY
Searing Wind deals 10 damage to target creature or player.					
Sedge Troll	SC	R	•••	2 2	L,U,R
2: Regenerates. Gains +1/+1 if you control any swamps. 2/2.					
Seething Anger	SOR	C	•••	2	SH
Buyback 4. Target creature gains +3/+0 until end of turn.					
Seismic Assault	EN	R	••	2 2 2	EX
Discard a land: Deal 2 damage to target creature or player.					
Seismic Mage	SC	R	••••	3 2	MM
2 2 2: Discard a card: Destroy target land. 1/1.					
Shadowstorm	SOR	U	••	2	TM
Shadowstorm deals 2 damage to each creature with shadow.					
Shard Phoenix	SC	R	••••	1 2	SH
Flying. 2 2 2: Put Phoenix into your hand. Use this ability only if Phoenix is in your graveyard and only during upkeep. Sacrifice Phoenix: Deal 2 damage to each creature without flying. 2/2.					
Shatter	INS	C	•••	1 2	Basic,IA,TM
Destroy target artifact.					
Shattering Pulse	INS	C	•••	1 2	EX
Buyback 3. Destroy target artifact.					

NAME	KIND	CR	PR	COST	SETS
Shatterstorm	SOR	R	•••	2 2 2	AQ,R,5th,6th
Bury all artifacts in play.					
Shiv's Embrace	EC	U	••••	2 2 2	UZ
Enchanted creature gains +2/+2 and flying. 2: +1/+0 until end of turn.					
Shivan Dragon	SC	R	••••	4 2 2	L,U,R,4th,5th
Flying. 2: +1/+0 until end of turn. 5/5.					
Shivan Hellkite	SC	R	•••	5 2 2	UZ
Flying. 1 2: Deals 1 damage to target creature or player. 5/5.					
Shivan Phoenix	SC	R	•••	4 2 2	UL
Flying. When Phoenix is put into a graveyard from play, return it to owner's hand. 3/4.					
Shivan Raptor	SC	U	••	2 2	UZ
First strike; echo; haste. 3/1.					
Shock	INS	C	•••	2	SH,6th
Shock deals 2 damage to target creature or player.					
Shock Troops	SC	C	•••	3 2	MM
Sacrifice: Deals 2 damage to target creature or player. 2/2.					
Shocker	SC	R	•••	1 2	TM
If Shocker damages any player, that player discards his hand, then draws a new hand of as many cards as he had before. 1/1.					
Shower of Sparks	INS	C	••	2	UZ
Deals 1 damage to target creature and 1 damage to target player.					
Shrieking Mogg	SC	R	•	1 2	NE
Haste. When Mogg comes into play, tap all other creatures. 1/1.					
Sirocco	INS	U	••	1 2	MG
Target player reveals his hand to all players. For each blue interrupt card that player holds, he pays 4 life or discards that card.					
Sisters of the Flame	SC	C	••	1 2 2	DK,4th
2: Add 2 to your mana pool. 2/2.					
Sizzle	SOR	C	••	2 2	MM
Deals 3 damage to each opponent.					
Sluggishness	EC	C	••	1 2	UL
Creature cannot block. When Sluggishness is put into graveyard from play, return Sluggishness to owner's hand.					
Smoke	EN	R	••	2 2 2	L,U,R,4th,5th
Each player may only untap one creature during untap step.					
Sneak Attack	EN	R	••••	3 2	UZ
2: Choose a creature card from your hand and put it into play. The creature has haste. At the end of turn, sacrifice the creature.					
Soldier of Fortune	SC	U	••	2	AI
2, 2: Target player shuffles his library. 1/1.					
Solfatara	INS	C	••	2 2	VS
Target player cannot play any land cards this turn. Cantrip.					
Song of Blood	SOR	C	••	1 2	VS
Put top four cards from your library into graveyard. For each creature card revealed, all creatures that attack this turn get +1/+0 until end of turn.					
Sonic Burst	INS	C	•••	1 2	EX
Discard a card at random: Deals 4 damage to any target.					
Sowing Salt	SOR	U	••	2 2 2	UD
Remove target nonbasic land from the game. Search its controller's graveyard, hand and library for all copies of that card and remove them from the game.					
Spellshock	EN	U	••	2 2	EX
When a player casts a spell, Spellshock deals 2 damage to him.					
Spinal Villain	SC	R	•••	2 2	LG
2: Destroy target blue creature. 1/2.					
Spitting Drake	SC	U	••	3 2	VS,6th
Flying. 2: +1/+0 until end of turn. Use only once per turn. 2/2					
Spitting Earth	SOR	C	•••	1 2	MG,6th
Deals damage to target creature equal to number of mountains you control.					
Spitting Hydra	SC	R	••	3 2 2	SH
Hydra comes into play with four +1/+1 counters on it. 1 2. Remove a +1/+1 counter from Hydra: Do 1 damage to target creature. 0/0.					
Spur Grappler	SC	C	••	2 2	PY
As long as you control no untapped lands, Grappler gets +2/+1. 2/1.					
Squee, Goblin Nabob	SL	R	••••	2 2	MM
At the beginning of your upkeep, if Squee is in your graveyard, you may return Squee to your hand. 1/1.					
Starke of Rath	SL	R	••	1 2 2	TM
2: Destroy target artifact or creature. That permanent's controller gains control of Starke of Rath permanently. 2/2.					
Steam Blast	SOR	U	••••	2 2	UZ
Steam Blast deals 2 damage to each creature and player.					
Stone Giant	SC	U	••	2 2 2	L,U,R,4th,5th
2: Give one of your creatures with toughness less than Giant's power flying until end of turn. Target creature is destroyed at end of turn. 3/4.					
Stone Rain	SOR	C	•••	2 2	Basic*
Destroy target land. *Also in IA,MG,TM and MM.					
Stone Spirit	SC	U	•••	4 2	IA,5th
Stone Spirit cannot be blocked by flying creatures. 4/3.					
Stonehands	EC	C	•••	2 2	IA
Enchanted creature gains +0/+2 2: +1/+0 until end of turn.					
Storm Shaman	SC	C	•••	2 2	AI
2: +1/+0 until end of turn. 0/4.					
Storm World	EW	R	••	2	LG
During each player's upkeep, Storm World deals 1 damage to that player for each card in hand below 4.					
Stronghold Gambit	SOR	R	•••	1 2	NE
Each player chooses a card in his hand. Then each player reveals his chosen card. The owner of the creature card revealed this way with the lowest converted mana cost puts that card into play. If two or more creature cards are tied for lowest cost, those cards are put into play.					
Stun	INS	C	••	1 2	TM
Target creature cannot block this turn. Draw a card.					
Subterranean Spirit	SC	R	•••	3 2 2	MG
Protection from red. : Deal 1 damage to each non-flying creature. 3/3.					
Sudden Impact	INS	U	•••	3 2	TM
Deals 1 damage to target player for each card in his hand.					
Sulfuric Vapors	EN	R	•••	3 2	UZ
All red spells deal an additional point of damage.					
Suq'Ata Lancer	SC	C	••••	2 2	VS
Flanking. Haste. 2/2.					
Tahngarth's Rage	EC	U	••	2	TM
If enchanted creature is attacking, it gains +3/+0. Otherwise, it gets -2/-1.					
Talruum Champion	SC	C	••	4 2	VS
First strike. Whenever Champion blocks or is blocked by any creature, that creature loses first strike until end of turn. 3/3.					
Talruum Minotaur	SC	C	••••	2 2 2	MG,6th
Haste. 3/3.					
Talruum Piper	SC	U	••	4 2	VS
All creatures with flying that are able to block Piper do so. 3/3.					
Task Mage Assembly	EN	R	•••	2 2	PY
When there are no creatures in play, sacrifice Assembly. 2: Assembly deals 1 damage to target creature. Any player may play this ability, but only any time he or she could play a sorcery.					
Tectonic Break	SOR	R	•••	X 2 2	MM
Each player sacrifices X lands.					
Telim'Tor	SL	R	•••	4 2	MG

NAME	KIND	CR	PR	COST	SETS
Flanking. If Telim'Tor attacks, all attacking flankers get +1/+1. 2/2.					
Telim'Tor's Edict	INS	R	••	2	MG
Remove from the game target permanent you own or control. Cantrip.					
•Tempest Efreet	SC	R	•	1 2 2 2	LG,4th
Sacrifice: Pick a card randomly from opponent's hand and place it in your hand, burying Efreet in opponent's graveyard. Opponent may prevent this permanent change by sacrificing 10 life or conceding game. 3/3.					
Territorial Dispute	EN	R	••	4 2 2	MM
Players can't play lands. At the beginning of your upkeep, sacrifice Dispute unless you sacrifice a land.					
Thieves' Auction	SOR	R	••	4 2 2 2	MM
Set aside all permanents. You choose one of those cards and put it into play tapped under your control. Then your opponent chooses one and puts it into play tapped under his control. Repeat this process until all cards set aside this way have been chosen.					
Thunderbolt	INS	C	•••	3 2	WL
Deal 3 damage to target player or 4 damage to target flying creature.					
Thunderclap	INS	C	•••	2 2	MM
You may sacrifice a mountain instead of paying Thunderclap's mana cost. Thunderclap deals 3 damage to target creature.					
Thundering Giant	SC	U	••	3 2 2	UZ
Haste. 4/3.					
Thundermare	SC	R	••••	5 2	WL
Haste. When Thundermare comes into play, tap all other creatures. 5/5.					
Tooth and Claw	EN	R	•	3 2	TM
Sacrifice two creatures: Put a Carnivore token into play. Treat this token as a 3/1 red creature.					
Tor Giant	SC	C	••	3 2	IA
3/3.					
Torch Song	EN	U	••	2 2	UZ
During your upkeep, you may put a counter on Song. 2 2, Sacrifice: Song deals X damage to target creature or player, where X is the number of counters on Song					

NAME	KIND	CR	PR	COST	SETS
Viashino Sandstalker	SC	U	•••	1 2 2	VS
Haste. At the end of any turn, return Sandstalker to owner's hand. 4/2.					
Viashino Sandswimmer	SC	R	••	2 2 2	UZ
2: Flip a coin. If you win the flip, return Sandswimmer to owner's hand. Otherwise, sacrifice Sandswimmer. 3/2.					
Viashino Warrior	SC	C	••	3 2	MG,6th
4/2					
Viashino Weaponsmith	SC	C	••	3 2	UZ
Whenever a creature blocks it, Weaponsmith gains +2/+2 until end of turn. 2/2.					
Volcanic Dragon	SC	R	•••	4 2 2	MG,6th
Flying; haste. 4/4.					
Volcanic Geyser	INS	U	•••	X 2 2	MG,6th
Volcanic Geyser deals X damage to target creature or player.					
Volcanic Wind	SOR	U	••	4 2 2	MM
Deals X damage divided as you choose among any number of target creatures, where X is the number of creatures in play.					
Vug Lizard	SC	U	•••	1 2 2	UZ
Echo. Mountainwalk. 3/4.					
Wake of Destruction	SOR	R	•••	3 2 2 2	UD
Destroy target land and all lands with the same name.					
Wall of Diffusion	SC	C	•••	1 2	TM
Wall of Diffusion can block creatures with shadow. 0/5.					
Wall of Dust	SC	U	•	2 2	LG,4th
Creatures blocked by Wall may not attack next turn. 1/4.					
Wall of Earth	SC	C	••	1 2	LG
0/6.					
Wall of Fire	SC	U	••	1 2 2	Basic
2: Gains +1/+0. 0/5.					
Wall of Heat	SC	C	••	2 2	LG, CH
2/6.					
Wall of Lava	SC	U	••	1 2 2	IA
2: Gains +1/+1 until end of turn. 1/3.					
Wall of Opposition	SC	U	••	3 2 2	LG, CH

KILLER COMBOS





ORACLE'S ATTENDANTS AND PHYREXIAN NEGATOR: The Attendants like to suck up damage; the Negator doesn't. It's a match made in heaven. Meanwhile, you get to crush your opponent with a virtually unstoppable 5/5 trampler.

NAME	KIND	CR	PR	COST	SETS
Torrent of Lava	SOR	R	•••	X 2 2	MG
Deals X damage to each creature without flying. Each creature gains : Prevent 1 damage to this creature from Torrent of Lava."					
Total War	EN	R	••	3 2	IA
When any player attacks, destroy all untapped non-wall creatures that don't attack. Does not affect creatures that came into play this turn.					
Tremor	SC	C	••	2	VS,6th,MM
Tremor deals 1 damage to each creature without flying..					
Trumpet Blast	INS	C	•••	2 2	UD
Attacking creatures gain +2/+0 until end of turn.					
Tunnel	SOR	U	•	2	L,U,R,4th
Bury target wall.					
Two-headed Dragon	SC	R	••••	4 2 2	MM
Flying. 1 2: Gains +2/+0 until end of turn. Dragon can't be blocked except by two or more creatures. It may block one additional creature.					
Two-headed Giant of Foriys	SC	R	•••	4 2	L,U
Trample. May block two creatures in combat. 4/4.					
Uphill Battle	EN	U	••	2 2	MM
Creatures your opponents play come into play tapped.					
Uthden Troll	SC	U	•••	2 2	L,U,R,4th
2: Regenerates. 2/2.					
Varchild's Crusader	SC	C	••	3 2	AI
1: Can only be blocked by walls. Bury Crusader at the end of turn. 3/2.					
Varchild's War-Riders	SC	R	••	1 2	AI
Trample, rampage: 1. CU: Put a survivor token into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4.					
Vertigo	INS	U	••	2	IA,6th
Deals 2 damage to target flying creature, which loses flying this turn.					
Veteran Brawlers	SC	R	•••	1 2	PY
Brawlers can't attack if defending player controls an untapped land. Brawlers can't block if you control an untapped land. 4/4.					
Veteran's Voice	EC	C	••	2	AI
Play on a creature you control. Tap enchanted creature: Target creature gains +2/+1 until end of turn.					
Viashino Bey	SC	C	•	2 2 2	UL
When Bey attacks, all creatures you control attack if able. 4/3.					
Viashino Cutthroat	SC	U	•••	2 2 2	UL
Haste. At end of any turn, return Cutthroat to owner's hand. 5/3.					
Viashino Heretic	SC	U	•••	2 2	UL
1 2, : Destroy target artifact. Heretic deals to that artifact's controller damage equal to the artifact's total casting cost. 1/3.					
Viashino Outrider	SC	C	•••	2 2	UZ
Echo. 4/3.					
Viashino Runner	SC	C	••	3 2	UZ
Runner cannot be blocked by only one creature. 3/2.					
Viashino Sandscout	SC	C	••	1 2	UL
Haste. At end of any turn turn, return Sandscout to owner's hand. 2/1.					

NAME	KIND	CR	PR	COST	SETS
1: Gains +1/+0 until end of turn. 0/6.					
Wall of Razors	SC	U	•••	1 2	SH
First strike. 4/1.					
Wall of Stone	SC	U	••	1 2 2	L,U,R,4th,5th
0/8.					
War Cadence	EN	U	•••	2 2	MM
X 2: Creatures can't block this turn unless their controller pays X for each blocking creature.					
Warmonger	SC	U	•••	3 2	MM
2: Deals 1 damage to each creature without flying and each player. Any player may play this ability. 3/3.					
Warpath	INS	U	••	3 2	MM
Warpath deals 3 damage to each blocking creature and each blocked creature.					
•Wheel of Fortune	SOR	R	•••••	2 2	L,U,R
All players must discard their hands and draw seven new cards.					
Whip Sergeant	SC	U	•••	2 2	PY
2: Target creature gains haste until end of turn. 2/1.					
Wild Colos	SC	C	••	2 2	UD
Haste. 2/2.					
Wild Jhovall	SC	C	•	3 2	MM
3/3.					
Wild Wurm	SC	U	•	3 2	TM
When Wurm comes into play, flip a coin. If you lose, return Wurm to your hand. 5/4.					
Wildfire	SOR	R	••••	4 2 2	UZ
Each player sacrifices four lands, then Wildfire deals 4 damage to each creature.					
Wildfire Emissary	SC	U	•••••	3 2	MG
Protection from white. 1 2: +1/+0 until end of turn. 2/4.					
Winds of Change	SOR	R	•••	2	LG,4th,5th
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.					
Windseeker Centaur	SC	R	••	1 2 2	PR
Does not tap to attack. 2/2.					
Winter Sky	SOR	R	••	2	HL
Flip a coin. If you win, Winter Sky deals 1 damage to each creature and player. Otherwise, each player draws a card.					
Word of Blasting	INS	U	••	1 2	IA,5th,MM
Bury target wall. Word deals damage equal to that wall's converted cost to the wall's controller.					
Ydwen Efreet	SC	R	••	2 2 2	AN
Flip a coin when defending. If opponent wins flip, opponent may					

WHITE

decide whether or not Ydwen Efreet blocks. 3/6.

Zerapa Minotaur	SC	C	••	2 2 2	PY
First strike. 2: Zerapa Minotaur loses first strike until end of					

MAGIC FACT **Urza and Mishra have been mentioned countless times in *Magic* lore, but they were never seen together on a card until Retaliation, from *Urza's Saga*.**

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact	**EA** Enchant Artifact	**EN** Enchantment	**LAN** Land	**SC** Summon Creature
AC Artifact Creature	**EC** Enchant Creature	**EW** Enchant World	**LL** Legendary Land	**SL** Summon Legend
CR Current Rarity	**EL** Enchant Land	**INS** Instant	**MS** Mana Source	**SOR** Sorcery

NAME	KIND	CR	PR	COST	SETS

turn. Any player may play this ability. 3/3.

Zirilan of the Claw SL R ••• 3🔴🔴 MG
1🔴🔴✱: Search your library for a Dragon card and put it into play. That creature has haste. Remove the creature from the game at the end of any turn. 3/4.

Abbey Gargoyles SC U ••• 2✱✱✱ HL,5th
Flying. Protection from red. 3/4.

Abbey Matron SC C •• 2✱ HL
✱✱: +0/+3 until end of turn. 1/3.

Abeyance INS R •••• 1✱ WL
Target player may not play instants, interrupts, sorceries or use any effects requiring an activation cost until end of turn. Draw a card.

Abolish INS U ••• 1✱✱ PY
You may discard a plains from your hand instead of paying Abolish's mana cost. Destroy target artifact or enchantment.

Absolute Grace EN U ••• 1✱ UZ
All creatures gain protection from black.

Absolute Law EN U ••• 1✱ UZ
All creatures gain protection from red.

Abu Ja'far SC U •• ✱ AN,CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.

Academy Rector SC R •••• 3✱ UD
When Rector is put into a graveyard from play, you may remove Rector from the game. If you do so, search your library for an enchantment card and put that card into play. 1/2.

Adarkar Unicorn SC C •• 1✱✱ IA
: Add either 💧 or 💧 and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.

Advance Scout SC C ••• 1✱ TM
First strike. ✱: Target creature gains first strike until end of turn. 1/1.

Afterlife INS U •• 2✱ MG,MM
Bury target creature. Its controller puts a 1/1 white token with flying into play.

Akron Legionnaire SC R • 6✱✱ LG,CH,5th
Of your non-artifact creatures, only Legionnaire may attack. 8/4.

Alabaster Dragon SC R ••• 4✱✱ WL
Flying. If Dragon is put into any graveyard from play, shuffle Dragon into its owner's library. 4/4.

Alabaster Potion INS C ••• ✱✱✱ LG,4th,5th
Target player gains X life or prevent X damage to any target.

Alabaster Wall SC C ••• 2✱ MM
: Prevent the next 1 damage that would be dealt to target creature or player this turn. 0/4.

Alarum INS C ••• 1✱ MG
Untap target non-attacking creature; it gains +1/+3 until end of turn.

Allay INS C •• 1✱ EX
Buyback 3. Destroy target enchantment.

Alms EN C •• ✱ WL
1,Remove the top card in your graveyard from the game: Prevent 1 damage to any creature.

Amrou Kithkin SC C •• ✱✱ LG,4th
Creatures with power greater than 2 may not block Amrou. 1/1.

Angelic Blessing SDR C ••• 2✱ EX
Target creature gains +3/+3 and flying until end of turn.

Angelic Chorus EN R ••• 3✱✱ UZ
When a creature comes into play under your control, gain life equal to its toughness.

Angelic Curator SC C •• 1✱ UL
Flying, protection from artifacts. 1/1.

Angelic Favor INS U ••• 1✱ NE
If you control any plains, you may tap an untapped white creature you control instead of paying Angelic Favor's mana cost. Play Angelic Favor only during combat step. Put a 4/4 flying Angel token into play. Remove it from the game at the end of turn.

Angelic Page SC C •• 1✱ UZ
Flying, : Target attacking or blocking creature gains +1/+1 until end of turn. 1/1.

Angelic Protector SC U ••• 3✱ TM
Flying. If Protector is target of a spell or ability, it gains +0/+3 until end of turn. 2/2.

Angelic Renewal EN C ••• 1✱ WL
If any creatures are put into your graveyard from play, you may bury Angelic Renewal and put one of those creatures into play.

Angelic Voices EN R ••• 2✱✱ LG, CH
If you control only white or artifact creatures, all creatures you control gain +1/+1.

Angry Mob SC U ••• 2✱✱ DK,4th,5th
Trample. During your turn, * equals the total number of swamps all opponents control. Otherwise, * equals 0. 2+*/2+*.

Animate Wall EC R • ✱ Basic
Target wall may now attack.

Anoint INS C •• ✱ TM
Buyback 3. Prevent up to 3 damage to any creature.

Archangel SC R ••• 5✱✱ VS,6th
Flying. Attacking does not cause Archangel to tap. 5/5.

Archery Training EC U ••• ✱ UD
At the beginning of your upkeep, you may put a counter on Training. Enchanted creature gains : This creature deals X damage to target attacking or blocking creature, where X is the number of counters."

Arctic Foxes SC C • 1✱ IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.

Ardent Militia SC U •• 4✱ WL,6th
Attacking does not cause Ardent Militia to tap. 2/5.

Arenson's Aura EN C ••• 2✱ IA,5th
✱: Sacrifice an enchantment to destroy target enchantment. 3💧💧: Counter an enchantment as it is being cast.

Argivian Archaeologist SC R ••• 1✱✱ AQ
✱✱,: Return an artifact from your graveyard to your hand. 1/1.

Argivian Blacksmith SC C • 1✱✱ AQ
: Prevent 2 damage to target artifact creature. 2/2.

Argivian Find INS U ••• ✱ WL
Return target artifact or enchantment from your graveyard to your hand.

Armageddon SDR R ••••• 3✱ Basic
Destroy all lands.

Armistice EN R •• 2✱ MM
3✱✱: Draw a card and target opponent gains 3 life.

Armor of Faith EC C ••• ✱ IA,5th
Target creature gains +1/+1. ✱: +0/+1.

Armor Sliver SC U •• , 2✱ TM
Each Sliver gains "2: This creature gets +0/+1 until end of turn." 2/2.

Armored Pegasus SC C •• 1✱ TM,6th
Flying. 1/2.

Army of Allah INS C ••• 1✱✱ AN
All attacking creatures gain +2/+0 until end of turn.

Arrest EC U •••• 2✱ MM
Enchanted creature can't attack, block or use any activated abilities.

Artifact Ward EC C •• ✱ AQ
Target creature may not be blocked by artifact creatures, cannot be targetted by artifacts, and takes no damage from artifacts.

Aura Fracture EN C ••• 2✱ PY
Sacrifice a land: Destroy target enchantment.

NAME	KIND	CR	PR	COST	SETS

Aura of Silence EN U ••• 1✱✱ WL
Artifact and enchantment spells cost target opponent an extra 2 to play. Sacrifice: Destroy target artifact or enchantment.

Auratog SC R •• 1✱ TM
Sacrifice an enchantment: +2/+2 until end of turn. 1/2.

Auspicious Ancestor SC R ••• 3✱ MG
If Ancestor is put into graveyard from play, gain 3 life. 1: Gain 1 life. Use only when a white spell is cast and only once per spell. 2/3.

Avatar of Hope SC R ••• 6✱✱ PY
Flying. Avatar of Hope can block any number of creatures. If you have 3 life or less, Avatar of Hope costs 6 less to play. 4/9.

Avenger en-Dal SC R ••• 1✱ NE
2✱,: Discard a card from your hand: Remove target attacking creature from the game. Its controller gains life equal to its toughness. 1/1.

Avenging Angel SC R •••• 3✱✱ TM
Flying. If Angel is put into any graveyard from play, you may put it on top of owner's library. 3/3.

Aysen Bureaucrats SC C ••• 1✱ HL,5th
: Tap target creature with power no greater than 2. 1/1.

Aysen Crusader SC R •• 2✱✱ HL
* equals number of heroes in play. 2+*/2+*.

Aysen Highway EN R •• 3✱✱✱ HL
All white creatures gain plainswalk.

•Balance SDR R ••••• 1✱ L,U,R,4th
All players must discard enough lands, cards in hand and creatures so that everyone has the same number as the player with the lowest number of each.

Ballista Squad SC U ••• 3✱ MM
✱✱,: Squad deals X damage to target attacking or blocking creature. 2/2.

Bandage INS C •• ✱ SH
Prevent 1 damage to any creature or player. Draw a card.

Battle Cry INS U •• 2✱ IA
Untap all your white creatures. All blockers gain +0/+1 this turn.

Beast Walkers SC R • 1✱✱ HL
: Banding until end of turn. 2/2.

Benalish Hero SC C •• ✱ L,U,R,4th,5th
Banding. 1/1.

Benalish Infantry SC C •• 2✱ WL
Banding. 1/3.

Benalish Knight SC C ••• 2✱ WL
First strike. You may play Knight as an instant. 2/2.

Benalish Missionary SC C •• ✱ WL
1✱,: Target blocked creature deals no damage this turn. 1/1.

Benevolent Unicorn SC C ••• 1✱ MG
Whenever a spell assigns damage, that damage is reduced by 1. 1/2.

Black Scarab EC U •• ✱ IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.

Black Ward EC U •• ✱ L,U,R,4th
Target creature gains protection from black.

Blaze of Glory INS R • ✱ LU
Target creature must block all creatures that it is able to block.

Blessed Reversal SL R •••• 1✱ UL
Gain 3 life for each creature attacking you.

NAME	KIND	CR	PR	COST	SETS

First strike. 1✱: Knight gains +1/+0 until end of turn. 1/1.

Capashen Standard EC C •• ✱ UD
Enchanted creature gains +1/+1. 2,Sacrifice: Draw a card.

Capashen Templar SC C •• 2✱ UD
✱: Capashen Templar gains +0/+1 until end of turn.

Caribou Range EL R •• 2✱✱ IA,5th
✱✱,Tap enchanted land: Put a Caribou token into play. Treat this token as a 0/1 white creature. Sacrifice a token: Gain 1 life.

Carrier Pigeons SC C • 3✱ AI
Flying. Cantrip. 1/1.

Castle EN U •• 3✱ Basic
Your untapped, non-attacking creatures gain +0/+2.

Cataclysm SOR R •••• 2✱✱ EX
Each player chooses from the permanents he controls an artifact, a creature, an enchantment and a land and sacrifices the rest.

Catastrophe SOR R •••• 4✱✱ UZ
Destroy all lands or bury all creatures.

Celestial Convergence EN R •• 2✱✱ PY
Comes into play with seven omen counters on it. At the beginning of your upkeep, remove an omen counter from Celestial Convergence. If there are no omen counters on Celestial Convergence, the player with the highest life total wins the game. If two or more players are tied for highest life total, the game is a draw.

Celestial Dawn EN R ••• 1✱✱ MG,6th
All non-land cards you own are white. All lands you control are plains. All colored mana symbols on all of these cards and permanents are ✱.

Cessation EC C ••• 2✱ UL
Enchanted creature cannot attack. When Cessation is put into a graveyard from play, return Cessation to owner's hand.

Change of Heart INS C •• ✱ SH
Buyback 3. Target creature cannot attack this turn.

Charging Paladin SC C •• 2✱ EX
If Paladin attacks, it gains +0/+3 until end of turn. 2/2.

Charm Peddler SC C ••• ✱ MM
✱,: Discard a card: The next time a source of your choice would deal damage to target creature this turn, prevent that damage. 1/1.

Charmed Griffin SC U •• 3✱ MM
Flying. When Griffin comes into play, each other player may put an artifact or enchantment card into play from his hand. 3/3.

Chieftain en-Dal SC U •• ✱ NE
Whenever Chieftain en-Dal attacks, attacking creatures gain first strike until end of turn. 2/2.

Cho-Arrim Alchemist SC R ••• ✱ MM
1✱✱,: Discard a card: The next time a source of your choice would deal damage to you this turn, prevent that damage and gain that much life. 1/1.

Cho-Arrim Bruiser SC R ••• 5✱ MM
Whenever Bruiser attacks, you may tap up to two creatures. 3/4.

Cho-Arrim Legate SC U •• ✱ MM
Protection from black. If an opponent controls a swamp and you control a plains, you may play Legate without paying its cost. 1/2.

Cho-Manno, Revolutionary SL R •••• 2✱✱ MM
Prevent all damage that would be dealt to Cho-Manno. 2/2.

NAME	KIND	CR	PR	COST	SETS

Common Cause EN R •• 2✱ MM
Nonartifact creatures gain +2/+2 as long as they all share a color.

Congregate INS C •••• 3✱ UZ
Target player gains 2 life for each creature in play.

Consecrate Land EL U ••• ✱ LU
Enchanted land cannot be destroyed.

Contemplation EN U •• 1✱✱ SH
Whenever you successfully cast a spell, gain 1 life.

Convalescence EN R •• 1✱ EX
During your upkeep, if you have 10 or less life, gain 1 life.

Conversion EN U ••• 2✱✱ L,U,R,4th
All mountains are now plains. You must pay ✱✱ during upkeep.

Conviction EC C ••• 1✱ SH
Enchanted creature gains +1/+3. ✱: Return Conviction to owner's hand.

Cooperation EC C •• 2✱ IA
Target creature gains banding.

Cornered Market EN R •• 2✱ MM
Players can't play spells or nonbasic lands with the same name as a card in play.

Crackdown EN R ••• 2✱ MM
Nonwhite creatures with power 3 or greater don't untap during their controllers' untap phase.

Crossbow Infantry SC C •• 1✱ MM
: Deals 1 damage to target attacking or blocking creature. 1/1.

Crusade EN R •••• ✱✱ Basic
All white creatures gain +1/+1.

D'Avenant Archer SC C •• 2✱ LG,CH,5th,6th
: Deals 1 damage to target attacking or blocking creature. 1/2.

Damping Field EN U • AQ
No one may untap more than one artifact during his untap step.

Daraja Griffin SC U •• 3✱ VS,6th
Flying. Sacrifice: Destroy target black creature. 2/2.

Dazzling Beauty INS C •• 2✱ MG
Target unblocked creature is considered blocked. Draw a card.

Death Speakers SC U •• ✱ HL,5th
Protection from black. 1/1.

Death Ward INS C •• ✱ L,U,R,4th,IA,5th
Regenerate target creature.

Debt of Loyalty INS R ••• 1✱✱ WL
Regenerate target creature. Gain control of that creature.

Defender en-Vec SC C ••• 3✱ NE
Fading: 4. Remove a fade counter from Defender en-Vec: Prevent the next 2 damage that would be dealt to target creature or player this turn. 2/4.

Defender of Law SC C ••• 2✱ UL
Protection from red. You may cast any time you could play an instant. 2/1.

Defensive Formation EN U •• ✱ UZ
You choose how creatures attacking you deal combat damage.

Defiant Falcon SC C ••• 1✱ NE
Rebel. Flying. 4,: Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. 1/1.

Defiant Vanguard SC U •• 2✱ NE
Rebel. When Defiant Vanguard blocks, at end of combat, destroy it and all creatures it blocked this turn. 5,: Search your library for a Rebel card with converted mana cost 4 or less and put that card into play. 2/2.

Devout Harpist SC C •• ✱ UL
: Destroy target creature enchantment. 1/1.

Devout Witness SC C •••• 2✱ MM
1✱,Discard a card: Destroy target artifact or enchantment. 2/2.

Disciple of Grace SC C •• 1✱ UZ
Protection from black. Cycling 2. 1/2.

Disciple of Law SC C •• 1✱ UZ
Protection from red. Cycling 2. 1/2.

Disempower INS C •• 1✱ MG
Put target artifact or enchantment on top of its owner's library.

Disenchant INS C ••••• 1✱ Basic
Destroy target enchantment or artifact. "Also in IA,MG,TM,UZ,MM.

Divine Intervention EN R •• 6✱✱ LG
Put two counters on Intervention. Remove one counter during your upkeep. When both are removed, the game ends in a draw.

Divine Offering INS C ••• 1✱ LG,MG,5th
Destroy target artifact, gaining life equal to its casting cost.

Divine Retribution INS R •• 1✱ MG
Deals 1 damage to target attacking creature for each attacking creature.

Divine Transformation EC U •• 2✱✱ LG,4th,5th,6th
Target creature gains +3/+3.

Diving Griffin SC C ••• 1✱✱ PY
Flying. Attacking doesn't cause Diving Griffin to tap. 2/2.

Drought EN U ••• 2✱✱ IA
During your upkeep, pay ✱✱ or destroy Drought. In order to cast a spell that has as part of its casting cost or use an ability that requires , the player must sacrifice a swamp for each in the spell or effect.

Duskrider Falcon SC C •• 1✱ WL
Flying, protection from black. 1/1.

Dust to Dust SOR U ••• 1✱✱ DK,5th
Remove two target artifacts from the game.

Ekundu Griffin SC C ••• 3✱ MG,6th
Flying, first strike. 2/2.

Elder Land Wurm SC R • 4✱✱✱ LG,4th
Trample. Cannot attack until it has been assigned to block. 5/5.

Elite Archers SC R •• 5✱ UZ
: Deals 3 damage to target attack or blocking creature. 3/3.

Elite Javelineer SC C •• 2✱ TM
If Javelineer blocks, it deals 1 damage to target attacking creature. 2/2

Elvish Healer SC C •• 2✱ IA
: Prevent 1 damage to any target or 2 damage to a green creature. 1/2.

Empyrial Armor EC C •••• 1✱✱ WL
Enchanted creature gains +X/+X, where X is the number of cards in your hand.

Enchanted Being SC C • 1✱✱ LG
Takes no combat damage from enchanted creatures. 2/2.

Enduring Renewal EN R ••• 2✱✱ IA
Play with your hand face up. If you a draw a creature, discard it. When a creature goes to your graveyard from play, return it to your hand.

Energy Storm EN R •••• 1✱ IA
CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap.

•Enlightened Tutor INS U •••• ✱ MG,6th
Search your library for an artifact or enchantment card and reveal that card to all players. Put the revealed card on top of your library..

Entangler EC U •• 2✱✱ PY
Enchanted creature may block any number of creatures.

Equinox EL C •• ✱ LG
Tap enchanted land: Counter target spell that would destroy one or more of your lands.

Equipoise EN R • 2✱ VS
During your upkeep, for each land target player controls in excess of the lands you control, target land he controls phases out. Repeat this process for artifacts and creatures.

Erase INS C ••• ✱ UL
Remove target enchantment from the game.

Errand of Duty INS C •• 1✱ AI

STUMPERS



Q: If I play Treachery on a Wild Mammoth, will it stay under my control?

Danny Jackson, Cyberspace

A: *Not necessarily. If your opponent has more creatures, the Wild Mammoth will run away from you despite the Treachery. The enchantment card remains in play but has no effect.*

NAME	KIND	CR	PR	COST	SETS

Blessed Wind SDR R • 7✱✱ PY
Target player's life total becomes 20.

Blessed Wine INS C •• 1✱ IA,5th
Gain 1 life. Cantrip.

Blessing EC R •• ✱✱ L,U,R,4th
✱: +1/+1.

Blinding Angel SC R ••• 3✱✱ NE
Flying. Whenever Blinding Angel deals combat damage to a player, that player skips his next combat phase. 2/4.

Blinding Light SDR U •• 2✱ MG
Tap all non-white creatures.

Blinking Spirit SC R •••• 3✱ IA,5th
: Return Blinking Spirit to its owner's hand. 2/2.

Blood of the Martyr INS U •• ✱✱✱ DK, CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.

Blue Scarab EC U •• ✱ IA
Target creature gains +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.

Blue Ward EC U •• ✱ L,U,R,4th
Target creature gains protection from blue.

Brainwash EC C •• ✱ DK,4th,5th
Target creature may not attack unless its controller spends 3.

Brilliant Halo EC C ••• 1✱ UZ
Creature gets +1/+2. When Halo is put into a graveyard, return it to owner's hand.

Burst of Energy INS C •• ✱ UL
Untap target permanent.

Call to Arms EN R •• 1✱ IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time opponent doesn't control more cards of that color than any other color.

Calming Licid SC U •• 2✱ SH
✱,: Becomes a creature enchantment that reads "Enchanted creature cannot attack." Move Licid onto target creature. You may pay ✱ to end this effect. 2/2

Camel SC C • ✱ AN
Banding. Camel and those banded with it are immune to Deserts. 0/1.

Capashen Knight SC C •• 1✱ UD

NAME	KIND	CR	PR	COST	SETS

Cho-Manno's Blessing EC C ••• ✱✱ MM
You may play Blessing whenever you could play an instant. As Blessing comes into play, choose a color. Enchanted creature has protection from the chosen color.

Circle of Protection: Artifacts EN U •• 1✱ AQ,4th,5th
2: Prevent all damage against you from an artifact source.

Circle of Protection: Black EN C ••• 1✱ Basic,IA,TM
1: Prevent all damage to you from one black source.

Circle of Protection: Blue EN C ••• 1✱ Basic,IA,TM
1: Prevent all damage to you from one blue source.

Circle of Protection: Green EN C ••• 1✱ Basic,IA,TM
1: Prevent all damage to you from one green source.

Circle of Protection: Red EN C •••• 1✱ Basic,IA,TM
1: Prevent all damage to you from one red source.

Circle of Protection: Shadow EN C •• 1✱ TM
1: Prevent all damage to you from a creature with shadow.

Circle of Protection: White EN C ••• 1✱ Basic,IA,TM
1: Prevent all damage to you from one white source.

Civic Guildmage SC C ••• ✱ MG
,: Target creatures gains +0/+1 until end of turn. ,: Put target creature you control on top of owner's library. 1/1.

Cleanse SDR R ••• 2✱✱ LG
Destroy all black creatures in play.

Cleansing SDR R •• ✱✱✱ DK
All lands are destroyed. Anyone may pay 1 life per land they wish to save.

Clear INS U •• 1✱ UZ
Destroy target enchantment. Cycling 2.

Clergy *en*-Vec SC C ••• 1✱ TM
1: Prevent 1 damage to any creature or player. 1/1.

Clergy of the Holy Nimbus SC C •• ✱ LG
If destroyed, Clergy regenerates unless opponent pays 1. 1/1.

Cloudchaser Eagle SC C •••• 3✱ TM
Flying. When Eagle comes into play, destroy target enchantment. 2/2.

Cold Snap EN U • 2✱ IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he controls.

Combat Medic SC C •• 2✱ FE
1✱: Prevent 1 damage to a player or creature. 0/2.

MAGIC The Gathering® Players Guide

NAME	KIND	CR	PR	COST	SETS
Put a 1/1 banding white Knight token into play.					
Ethereal Champion	SC	R	•••	2✱✱✱	MG,6th
Pay 1 life: Prevent 1 damage to Ethereal Champion. 3/4.					
Exalted Dragon	SC	R	••	✱✱✱	EX
Flying. Dragon cannot attack. Sacrifice a land: Dragon may attack this turn. 5/5.					
Excise	INS	C	•••	✱✱	PY
Remove target attacking creature from the game unless its controller pays X.					
Exile	INS	R	•••	2✱	AI,6th
Remove target non-white attacker from the game. Gain life equal to its toughness.					
Exorcist	SC	R	•••	✱✱	DK
1✱,✱: Destroy target black creature. 1/1.					
Expendable Troops	SC	C	•••	1✱	UL
✱ Sacrifice: Deals 2 damage to target attacking or blocking creature. 2/1.					
Eye for an Eye	INS	R	•••	✱✱	AN,R,4th,5th
Deal as much damage to controller of a creature, spell, or effect as target creature, spell, or effect deals to you.					
Eye of Singularity	EW	R	••	3✱	VS
When Eye comes into play, bury all permanents with the same name except basic lands. Whenever any permanent other than a basic land comes into play, bury any permanent already in play with same name.					
Faith Healer	SC	R	••	1✱	UZ
Sacrifice an enchantment: Gain life equal to its casting cost. 1/1.					
False Prophet	SC	R	••••	2✱✱	UD
When Prophet is put into graveyard from play, remove all creatures from the game. 2/2.					
Fanatical Devotion	EN	C	••	2✱	NE
Sacrifice a creature: Regenerate target creature.					
Farmstead	EL	R	•	✱✱✱	L,U,R
✱✱: Gain 1 life. Use once per turn, and only during your upkeep.					
Farrel's Mantle	EC	U	•••	2✱	FE
If target creature attacks and is not blocked it may deal X + 2 damage to any other creature where X is the power of the enchanted creature.					
Farrel's Zealot	SC	C	••	1✱✱	FE
If Zealot is not blocked, you may deal 3 damage to target creature. If you do so, Farrel's Zealot deals no damage. 2/2.					
Farrelite Priest	SC	U	•	1✱✱	FE
1: Add ✱ to pool. Bury if more than 3 is spent in one turn. 1/3.					
Fasting	EN	U	••	✱	DK
Skip your draw step: Gain 2 life. Destroy Fasting if you draw a card for any reason or when it has been in play for five of your upkeeps.					
Favorable Destiny	EC	U	•••	1✱	MG
As long as you control at least one other creature, enchanted creature cannot be target of spells or effects. If creature is white, it gains +1/+2.					
Femeref Healer	SC	C	•••	1✱	MG
✱: Prevent 1 damage to any creature or player. 1/1.					
Femeref Knight	SC	C	••••	2✱	MG
Flanking. ✱: Attacking does not cause Knight to tap. 2/2.					
Femeref Scouts	SC	C	••	2✱	MG
1/4.					
Fend Off	INS	C	••	1✱	UD
Cycling 2. Target creature deals no combat damage this turn.					
Festival	INS	C	••	✱	DK
Opponent may not declare an attack this turn. Play during opponent's upkeep.					
Field of Souls	EN	R	•••	2✱✱	TM
Whenever a non-token creature is put into your graveyard from play, put an Essence token into play. Treat as a 1/1 white creature with flying.					
Field Surgeon	SC	C	•••	1✱	UD
Tap an untapped creature you control: Prevent the next 1 damage to target creature this turn. 1/1.					
Fire and Brimstone	INS	U	•	3✱✱	DK
Deals 4 damage to target player and deals 4 damage to you. May only be cast if that opponent has declared an attack this turn.					
Flicker	SOR	R	•••	1✱	UD
Remove target nontoken perm. from game, then return it to play under owner's control.					
Flickering Ward	EC	U	•••	✱	TM
When you play Ward, choose a color. Enchanted creature gains protection from the chosen color. ✱: Return Ward to owner's hand.					
Flowering Field	EL	U	••	1✱	PY
Enchanted land has "T: Prevent the next 1 damage that would be dealt to target creature or player this turn."					
Forisyian Brigade	SC	U	•••	3✱	WL
May block up to two creatures each combat. 2/4.					
Formation	INS	R	••	1✱	IA
Give target creature banding until end of turn. Cantrip.					
Fortified Area	EN	C	••	1✱✱	LG,4th
All your walls gain +1/+0 and banding.					
Fountain Watch	SC	R	•••	3✱✱	MM
Artifacts and enchantments you control can't be the target of spells or effects. 2/4.					
Freewind Falcon	SC	C	••	1✱	VS
Flying, protection from red. 1/1.					
Fresh Volunteers	SC	C	••	1✱	MM
2/2.					
Fylgja	EC	C	•••	✱	IA
Put four counters on Fylgja. Remove a counter: Prevent 1 damage to enchanted creature. 2✱: Put a counter on Fylgja.					
Gallantry	INS	U	•••	3✱	TM
Target blocker gains +4/+4 until end of turn. Draw a card.					
General Jarkeld	SL	R	••	3✱✱	IA
✱: Exchange two blockers without creating an illegal block. 1/2.					
Gerrard's Battle Cry	EN	R	••	✱	TM
2✱: All creature you control gain +1/+1 until end of turn.					
Gerrard's Wisdom	SOR	U	••••	2✱✱	WL
For each card in your hand, gain 2 life.					
Glittering Lion	SC	U	••	2✱	PY
Prevent all damage that would be dealt to Glittering Lion. 3: Until end of turn, Lion loses "Prevent all damage that would be dealt to Lion." Any player may play this ability. 2/2.					
Glittering Lynx	SC	C	•••	✱	PY
Prevent all damage that would be dealt to Glittering Lynx. 2:					

NAME	KIND	CR	PR	COST	SETS
Until end of turn, Lynx loses "Prevent all damage that would be dealt to Lynx." Any player may play this ability. 1/1.					
Glorious Anthem	EN	R	•••	1✱✱	UZ
All creatures you control gain +1/+1.					
Glyph of Life	INS	C	•	✱	LG
Gain life equal to the damage dealt to target wall by an attacker.					
Gossamer Chains	EC	U	••	✱✱	VS
Return to owner's hand: Target unblocked creature deals no combat damage this turn.					
Great Defender	INS	U	••	✱	LG
Target creature gains +0/+X until end of turn, where X is the creature's cost.					
Great Wall	EN	U	•	2✱	LG
Creatures with plainswalk may be blocked.					
Greater Realm of Preservation	EN	U	•••	1✱	LG,5th
1✱: Prevent all damage to you from a red or black source.					
Green Scarab	EC	U	••	✱	IA
Prevent X damage dealt to a target.					
Guided Strike	INS	C	•••	1✱	WL
Target creature gains +1/+0 and first strike until end of turn. Draw a card.					
Hallowed Ground	EN	U	••	1✱	IA
✱✱: Return a non-snow-covered land you control to its owner's hand.					
Hand of Justice	SC	R	•••	5✱	FE
Tap three white creatures you control: Destroy target creature. 2/6.					
Hanna's Custody	EN	R	•••	2✱	TM
Artifacts cannot be the target of spells or abilities.					
Hazduhr the Abbot	SL	R	••	3✱✱	HL
✱,: Redirect to Hazduhr X damage dealt to a white creature you control. 2/5.					
Heal	INS	C	•	✱	IA,5th
Prevent 1 damage to any target. Cantrip.					
Healing Salve	INS	C	••	✱	Basic,MG,UZ
Choose one–Target player gains 3 life; or prevent up to 3 damage to a target.					
Heaven's Gate	INS	U	•	✱	LG
Change the color of one or more creatures to white until end of turn.					
Heavy Ballista	SC	U	•••	3✱	WL,6th
: Deals 2 damage to target attacking or blocking creature. 2/3.					
Herald of Serra	SC	R	••••	2✱✱	UZ
Flying; echo. Attacking does not cause Herald of Serra to tap. 3/4.					
Hero's Resolve	EC	C	•••	1✱	TM,6th
Enchanted creature gets +1/+5.					
Heroism	EN	U	•	2✱	FE
Sacrifice a white creature: Prevent red attackers from dealing damage in combat this turn. Attacker may pay 2 so an attacker may deal damage normally.					
Hidden Retreat	EN	R	••••	2✱	SH
Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery.					
High Ground	EN	U	••	✱	EX
Each creature you control may block one additional creature.					
Hipparion	SC	U	••	1✱	IA,5th
Cannot block creatures with power 3 or greater unless you pay 1. 1/3.					
Holy Armor	EC	C	••	✱	L,U,R,4th
Target creature gains +0/+2. ✱: +0/+1.					
Holy Day	INS	C	•	✱	LG
Creatures deal no combat damage this turn.					
Holy Light	INS	C	••	2✱	DK
Give all non-white creatures -1/-1 until end of turn.					
Holy Strength	EC	C	••	✱	L,U,R,4th,5th
Target creature gains +1/+2.					
Honor Guard	SC	C	••	✱	SH
✱: Honor Guard gains +0/+1 until end of turn. 1/1.					
Honor the Fallen	INS	R	••	1✱	MM
Remove all creatures in all graveyards from the game. You gain 1 life for each card removed.					
Honorable Passage	INS	U	••••	1✱	VS
Prevent all damage to you or target creature from any one source. If that source is red, Honorable Passage deals to the source's controller an amount of damage equal to the amount of damage prevented.					
Hope and Glory	INS	U	•••	1✱	UL
Untap two target creatures. Each gains +1/+1 until end of turn.					
Hope Charm	INS	C	••	✱	VS
Choose one–Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.					

NAME	KIND	CR	PR	COST	SETS
Humble	INS	U	•••	1✱	UZ
Target creature loses all abilities and is 0/1 until end of turn.					
Humility	EN	R	•••	2✱✱	TM
Each creature loses all abilities and is a 1/1 creature.					
Icatian Infantry	SC	C	••	✱	FE
1: Banding. 1: First strike. 1/1.					
Icatian Javelineers	SC	C	•••	✱	FE
Put a counter on Javelineers when cast. : Remove the counter to deal 1 damage to any target. 1/1.					
Icatian Lieutenant	SC	R	••	✱✱	FE
1✱: Give target Soldier +1/+0 until end of turn. 1/2.					
Icatian Moneychanger	SC	C	••	✱	FE
Lose 3 life when casting and put three counters on Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice: Gain 1 life for each counter on it. Use only during upkeep. 0/2.					
Icatian Phalanx	SC	U	••	3✱	FE,5th
Bands. 2/4.					
Icatian Priest	SC	U	••	✱	FE
1✱: Target creature gains +1/+1 until end of turn. 1/1.					
Icatian Scout	SC	C	••	✱	FE,5th
1: Target creature gains first strike. 1/1.					
Icatian Skirmishers	SC	R	••	3✱	FE
Banding, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.					
Icatian Town	SOR	R	••	5✱	FE,5th,6th
Put four Citizen tokens, which are 1/1 white creatures, into play.					
Ignoble Soldier	SC	U	•	2✱	MM
Whenever Soldier becomes blocked, prevent all combat damage that would be dealt by it this turn. 3/1.					
Illumination	INS	U	••	✱✱	MG
Counter target artifact or enchantment spell. That spell's caster gains an amount of life equal to the spell's casting cost.					
Indestructible Aura	INS	C	••	✱	LG
Prevent all damage dealt to target creature until end of turn.					
Infantry Veteran	SC	C	••	✱	VS,6th
: Target attacking creature gains +1/+1 until end of turn. 1/1.					
Infinite Authority	EC	R	••	✱✱✱	LG, CH
After combat, destroy all creatures with toughness 3 or less blocking or blocked by enchanted creature. Put a +1/+1 counter on enchanted creature for each creature destroyed.					
Inheritance	EN	U	••	✱	AI
3: Draw a card. Use only when a creature is put into graveyard from play, and only once for each creature put into graveyard.					
Inner Sanctum	EN	R	•	1✱✱	WL
CU: 2 life. All damage dealt to creatures you control is reduced to 0.					
Intrepid Hero	SC	R	•••	2✱	UZ
: Destroy target creature with power 4 or greater. 1/1.					
Inviolability	EC	C	•••	1✱	MM
Prevent all damage that would be dealt to enchanted creature.					
Invulnerability	INS	U	•••	1✱	TM
Buyback 3. Prevent all damage to you from one source.					
Iron Tusk Elephant	SC	U	••	4✱	MG
Trample. 3/3.					
Iron Will	INS	C	••	✱	UL
Target creature gains +0/+4 until end of turn. Cycling 2.					
Island Sanctuary	EN	R	•••	1✱	L,U,R,4th,5th
If you decline one card during your draw phase, only flying or islandwalking creatures may attack you until your next turn.					
Ivory Charm	INS	C	••	✱	MG
Choose one–all creature gain -2/-0 until end of turn; or prevent 1 damage to any creature or player; or tap target creature.					
Ivory Gargoyle	SC	R	••••	4✱	AI
Flying. If Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw step. 4✱: Remove Gargoyle from the game. 2/2.					
Ivory Guardians	SC	U	••	4✱✱	LG,CH,5th
Protection from red. All Guardians are +1/+1 if opponent controls any red cards. 3/3.					
Ivory Mask	EN	R	•••	2✱✱	MM
You can't be the target of spells or abilities.					
Jabari's Influence	INS	R	•••	3✱✱	MG
Play only after combat. Gain control of target non-artifact creature that attacked you this turn and put a -0/-1 counter on it.					
Jamuraan Lion	SC	C	••	2✱	VS
✱,: Target creature cannot block this turn. 3/1.					
Jasmine Seer	SC	U	•••	3✱	UD
2✱,: Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way. 1/1.					
Jeweled Spirit	SC	R	•••	3✱✱	PY
Flying. Sacrifice two lands: Jeweled Spirit gains protection from artifacts or from the color of your choice until end of turn. 3/3.					
Jhovall Queen	SC	R	•••	4✱✱	MM
Attacking doesn't cause Queen to tap. 4/7.					
Jhovall Rider	SC	U	••	4✱	MM
Trample. 3/3.					
Jihad	EN	R	•••	✱✱	AN
Choose a color. All white creatures gain +2/+1. Bury Jihad if at any time opponent does not control at least one card of that color.					
Juniper Order Advocate	SC	U	•••	2✱	AI
If Advocate is untapped, all your green creatures gain +1/+1. 1/2.					
Justice	EN	U	•••	2✱✱	IA,5th
You must pay ✱✱ during upkeep. When a red spell or creature deals damage, Justice deals the same damage to the effect's controller.					
Karma	EN	U	••••	2✱✱	L,U,R,4th,5th
During each player's upkeep, Karma deals to him 1 damage for each swamp he controls.					
Karmic Guide	SC	R	••••	3✱✱	UL
Flying; protection from black; echo. When Guide comes into play, choose target creature in your graveyard and put it into play. 2/2.					
Keeper of the Light	SC	U	•••	✱✱	EX
✱,: Gain 3 life. Use only if you have less life than target opponent. 1/2.					
Keepers of the Faith	SC	C	••	1✱✱	LG, CH
2/3.					
Kelsinko Ranger	SC	C	••	✱	IA
1✱: Target green creature gains first strike until end of turn. 1/1.					
King Suleiman	SC	R	••	1✱	AN
: Destroy target Djinn or Efreet. 1/1.					
Kismet	EN	U	•••	3✱	LG,4th,5th,6th
All of topponent's creatures, lands and artifacts enter play tapped.					
Kithkin Armor	EC	C	••	✱	WL
Enchanted creature cannot be blocked by creatures with power 3 or greater. Sacrifice Armor: Prevent all damage to enchanted creature from one source.					
Kjeldoran Elite Guard	SC	U	••	3✱	IA
: Target creature gains +2/+2. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.					
Kjeldoran Escort	SC	C	••	2✱✱	AI
Banding. 2/3.					
Kjeldoran Guard	SC	C	••	1✱	IA
: Target creature gains +1/+1 until end of turn. If that creature leaves play, bury Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.					
Kjeldoran Home Guard	SC	U	••	3✱	AI
At the end of any combat in which Guard attacked or blocked, put a -0/-1 counter on Guard and put a 0/1 white Deserter token into play. 1/6.					
Kjeldoran Knight	SC	R	•••	✱✱	IA
Banding. 1✱: +1/+0. ✱✱: +0/+2. 1/1.					
Kjeldoran Phalanx	SC	R	••	5✱	IA
First strike, banding. 2/5.					
Kjeldoran Pride	EC	C	••	1✱	AI
Enchanted creature gains +1/+2. 2: Switch Kjeldoran Pride from creature it enchants to another creature. The new target must be legal.					
Kjeldoran Royal Guard	SC	R	•••	3✱✱	IA,5th,6th
: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.					
Kjeldoran Skycaptain	SC	U	••	4✱	IA,5th
Flying, banding, first strike. 2/2.					
Kjeldoran Skyknight	SC	C	••	2✱	IA
Flying, banding, first strike. 1/1.					
Kjeldoran Warrior	SC	C	••	✱	IA
Banding. 1/1.					
Knight of Dawn	SC	U	•••	1✱✱	TM
First strike. 1✱✱: Knight gains protection from a color of your choice until end of turn. 2/2.					
Knight of Valor	SC	C	•••	2✱	VS
Flanking. 1✱: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn. 2/2.					
Knighthood	EN	U	••	2✱	UL
All creatures you control gain first strike.					
Knights of Thorn	SC	R	•••	3✱	DK
Protection from red, banding. 2/2.					
Kor Chant	INS	C	••	2✱	EX
Redirect to target creature all damage dealt to any one creature you control from any one source.					
Lance	EC	U	••	✱	L,U,R
Enchanted creature gains first strike.					
Lancers *en-Kor*	SC	U	•••	3✱✱	SH
Trample. : Redirect 1 damage from Lancers to a creature you control. 3/3.					
Land Tax	EN	R	•••••	✱	LG,4th
If opponent controls more lands than you during your upkeep, you may take up to three basic lands from your library into your hand.					
Lashknife	EC	C	••	1✱	NE
If you control a plains, you may tap an untapped creature you control without paying its mana cost. Enchanted creature has first strike.					
Last Breath	INS	U	•••	1✱	MM
Remove target creature with power 2 or less from the game. Its controller gains 4 life.					
Lawbringer	SC	C	••	2✱	NE
Rebel. Sacrifice: Remove target red creature from game. 2/2.					
Leeches	SOR	R	•	1✱✱	HL
Target player loses all poison counters and takes 1 damage per counter.					
Lifeblood	EN	R	•••	2✱✱	LG
Gain 1 life whenever target opponent taps a mountain.					
Light of Day	EN	U	••••	3✱	TM,6th
Black creatures cannot attack or block.					
Lightbringer	SC	C	•••	2✱	NE
Rebel. Sacrifice: Remove target black creature from game. 2/2.					
Lightning Blow	INS	R	•	1✱	IA
Target creature gains first strike until end of turn. Cantrip.					
Limited Resources	EN	R	•••	✱	EX
Each player chooses five lands he controls and sacrifices the rest. As long as there are ten or more lands in play, players cannot play lands.					
Lin Sivvi, Defiant Hero	SL	R	•••••	1✱✱	NE
Rebel. ✱,: Search your library for a Rebel card with converted mana cost X or less and put that card into play. 3: Put target Rebel card from your graveyard on the bottom of your library. 1/3.					
Longbow Archer	SC	U	•••	✱✱	VS,6th
First strike. Longbow Archer can block creatures with flying. 2/2.					
Lost Order of Jarkeld	SC	R	••	2✱✱	IA
" equals the number of creatures controlled by target opponent. 1+/1+."					
Mageta the Lion	SL	R	•••••	3✱✱	PY
2✱✱, : Discard two cards from your hand: Destroy all creatures except for Mageta. They can't be regenerated. 3/3.					
Mageta's Boon	EC	C	••	1✱	PY
You may play Mageta's Boon any time you could play an instant. Enchanted creature gets +1/+2.					

KILLER COMBOS





FESTERING WOUND AND GASEOUS FORM: The Wound will get your opponent into big trouble if it sits there for long. If the creature can't receive damage, he'll be unable to put it out of its misery.

MAGIC FACT ***Prophecy*'s Rhystic cards, which make an opponent spend mana to negate a certain effect, use a mechanic that was seen earlier on cards like Nafs Asp, from *Arabian Nights*.**

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact	**EA** Enchant Artifact	**EN** Enchantment	**LAN** Land	**SC** Summon Creature
AC Artifact Creature	**EC** Enchant Creature	**EW** Enchant World	**LL** Legendary Land	**SL** Summon Legend
CR Current Rarity	**EL** Enchant Land	**INS** Instant	**MS** Mana Source	**SOR** Sorcery

NAME	KIND	CR	PR	COST	SETS
Mangara's Blessing	INS	U	•••	2✱	MG
Gain 5 life. If a spell or effect by opponent causes you to discard Blessing, gain 2 life and return Blessing to your hand at end of turn.					
Mangara's Equity	EN	U	••	1✱✱	MG
Choose black or red. During your upkeep, you must pay 1✱. For each 1 damage a creature of the chosen color deals to you or a white creature you control, Mangara's Equity deals 1 damage to that creature.					
Marble Titan	SC	R	•	3✱	TM
Creatures with power 3 or greater do not untap as normal. 3/3.					
Martyr's Cause	EN	U	••	2✱	UL
Sacrifice a creature: Prevent all damage to a creature or player from one source.					
Martyr's Cry	SOR	R	••	✱✱	DK
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.					
Martyrdom	INS	C	•••	1✱✱	AI
Redirect to target creature you control any amount of damage until end of turn.					
Martyrs of Korlis	SC	U	•••	3✱✱	AQ
Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. 1/6.					
Mask of Law and Grace	EC	C	•••	✱	UD
Enchanted creature gains protection from black and protection from red.					
Master Decoy	SC	C	•••	1✱	TM
✱,◈: Tap target creature. 1/2.					
Master Healer	SC	R	•••	4✱	UD
◈: Prevent the next 4 damage to target creature or player this turn. 1/4.					
Master of Arms	SC	U	••	2✱	WL
First strike. 1✱: Tap target creature blocking Master. 2/2.					
Melesse Spirit	SC	U	•••	3✱✱	MG
Flying. Protection from black. 3/3.					
Mercenary Informer	SC	R	••••	2✱	PY
Can't be the target of black spells or abilities. 2✱: Put target Mercenary card on the bottom of its owner's library. 2/3.					
Mercenaries	SC	R	•	3✱	IA
A player may pay 3 to prevent Mercenaries from dealing damage. 3/3.					
Mesa Falcon	SC	C	••	1✱	HL,5th,6th
Flying. 1✱: Gains +0/+1 until end of turn. 1/1.					
Mesa Pegasus	SC	C	•••	1✱	L,U,R,4th,5th
Flying, banding. 1/1.					
Mine Bearer	SC	C	•••	2✱	PY
◈, Sacrifice Bearer: Destroy target attacking creature. 1/1.					
Miracle Worker	SC	C	•	✱	DK
◈: Destroy target enchantment on one of your creatures. 1/1.					
Miraculous Recovery	INS	U	•••	4✱	VS
Put target creature card from your graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it were just played.					
Mirror Strike	INS	U	•••	3✱	PY
Target unblocked creature deals combat damage to its controller instead of you this turn.					
Mistmoon Griffin	SC	U	•••	3✱	WL
Flying. If Griffin is put into any graveyard from play, remove Griffin from the game, then put the top creature card from your graveyard into play. 2/2.					
Moat	EN	R	••••	2✱✱	LG
Non-flying creatures cannot attack.					
Moment of Silence	INS	C	••	✱	MM
Target player skips his combat phase this turn.					
Monk Idealist	SC	U	•••	2✱	UZ
When Idealist comes into play, return target enchantment card from your graveyard to your hand. 2/2.					
Monk Realist	SC	C	•••	1✱	UZ
When Realist comes into play, destroy target enchantment. 1/1.					
Moonlit Wake	EN	U	••	2✱	MM
Whenever a creature is put into a graveyard from play, gain 1 life.					
Moorish Cavalry	SC	C	••	2✱✱	AN
Trample. 3/3.					
Morale	INS	C	••	1✱✱	DK, 4th
GAll attacking creatures gains +1/+1 until end of turn.					
Mother of Runes	SC	U	••••	✱	UL
◈: Target creature you control gains protection from a color of your choice until end of turn. 1/1.					
Mounted Archers	SC	C	•••	3✱	TM
Can block creatures with flying. ✱: Can block an additional creature this turn. 2/3.					
Netter en-Dal	SC	C	••	✱	NE
✱,◈:Discard a card from your hand: Target creature can't attack this turn. 1/1.					
Mtenda Griffin	SC	U	•••	3✱	MG
Flying. ✱,◈: Return Griffin to owner's hand and return target Griffin in your graveyard to your hand. Use only during your upkeep. 2/2.					
Mtenda Herder	SC	C	••	✱	MG
Flanking. 1/1.					
Muzzle	EC	C	••	1✱	MM
Prevent all damage that would be dealt by enchanted creature.					
Nightwind Glider	SC	C	••••	2✱	MM
Flying, protection from black. 2/1.					
Noble Elephant	SC	C	•••	3✱	MG
Banding, trample. 2/2					
Noble Purpose	EN	U	•••	3✱✱	MM
Whenever a creature you control deals combat damage, you gain that much life.					
Noble Stand	EN	U	••	4✱	NE
Whenever a creature you control blocks, you gain 2 life.					
Noble Steeds	EN	C	••	2✱	AI
1✱: Target creature gains first strike until end of turn.					
Nomads *en-Kor*	SC	C	••	✱	SH
0: Redirect 1 damage from Nomads *en-Kor* to a creature you control. 1/1.					
Northern Paladin	SC	R	•••	2✱✱	L,U,R,4th
✱✱,◈: Destroy target black permanent. 3/3.					
Null Chamber	EW	R	•••	3✱	MG
You and target opponent each name any card except basic land. Those cards cannot be played.					
Oath of Lieges	EN	R	•••	1✱	EX
During each player's upkeep, if he controls fewer lands than target opponent, he may search his library for a basic land card and put that land into play.					
Off Balance	INS	C	••	✱	NE
Target creature can't attack or block this turn.					
Opal Acrolith	EN	U	••	2✱	UZ
Whenever an opponent successfully casts a creature spell, if Acrolith is an enchantment, it becomes a 2/4 Guardian creature. 0: Acrolith becomes an enchantment.					
Opal Archangel	EN	R	••	4✱	UZ
When one of your opponents casts a creature, Archangel becomes a 5/5 flying Angel. Attacking does not cause Archangel to tap.					
Opal Avenger	EN	R	••	2✱	UL
When you have 10 life or less, Opal Avenger becomes a 3/5 creature that counts as a guardian.					
Opal Caryatid	EN	C	••	✱	UZ
When one of your opponents successfully casts a creature spell, if Caryatid is an enchantment, Caryatid becomes a 2/2 Soldier.					
Opal Champion	EN	C	••	2✱	UL
When one of your opponents successfully casts a creature spell, Opal Champion becomes a 3/3 creature with first strike that counts as a knight.					
Opal Gargoyle	EN	C	••	1✱	UZ
When one of your opponents successfully casts a creature spell, Gargoyle becomes a 2/2 flying Gargoyle.					
Opal Titan	EN	R	••••	2✱✱	UZ
When one of your opponents successfully casts a creature spell, Titan becomes a 4/4 creature with protection from each of that spell's colors and that counts as a Giant.					
Opalescence	EN	R	•••	2✱✱	UD
Each other global enchantment is also a creature with power and toughness equal to its converted mana cost.					
Oracle *en-Vec*	SC	R	••	1✱	TM
◈: Opponent chooses some creatures he controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of turn, destroy each of those creatures that did not attack. Use only during your turn. 1/1.					
Oracle's Attendants	SC	R	••••	3✱	NE
◈: All damage that would be dealt to target creature this turn by a source of your choice is dealt to Attendants instead. 1/5.					
Order of Leitbur	SC	C	••••	✱✱	FE
Protection from black. ✱✱: +1/+0. ✱: First strike. 2/1.					
Order of the Sacred Torch	SC	R	••••	1✱✱	IA,5th,6th
◈: Pay 1 life to counter a black spell. 2/2.					
Order of the White Shield	SC	U	••••	✱✱	IA,5th
Protection from black. ✱✱: +1/+0. ✱: First Strike. 2/1.					
Orim, Samite Healer	SL	R	•••	1✱✱	TM
Counts as a Cleric. ◈: Prevent up to 3 damage to any creature or player. 1/3.					
Orim's Cure	INS	C	•••	1✱	MM
If you control a plains, you may tap an untapped creature you control instead of paying the cost of Orim's Cure. Prevent the next 4 damage that would dealt to target creature or player this turn.					
Orim's Prayer	EN	U	••	1✱✱	TM
If any creature attacks you, gain 1 life for each attacking creature.					
Osai Vultures	SC	U	••	1✱	LG,4th
Flying. After a turn in which a creature died, add a counter to Vultures. Remove two counters: Vultures gain +1/+1 until end of turn. 1/1.					
Pacifism	EC	C	••••	1✱	MG,TM,UZ,6th
Enchanted creature cannot attack or block.					
Paladin en-Vec	SC	R	••••	1✱✱	EX
First strike, protection from black, protection from red. 2/2.					
Parallax Wave	EN	R	•••••	2✱✱	NE
Fading: 5. Remove a fade counter from Parallax Wave: Remove target creature from the game. When Parallax Wave leaves play, return to play under their owners' control all cards removed from the game with Parallax Wave.					
Parapet	EN	C	••	1✱	VS
You may choose to play Parapet as an instant; if you do, bury it at end of turn. All creatures you control get +0/+1.					
Pariah	EC	R	••	2✱	UZ
Redirect to enchanted creature all damage dealt to you.					
Path of Peace	SOR	C	••	3✱	UZ
Destroy target creature. That creature's owner gains 4 life.					
Peace and Quiet	INS	U	••	1✱	UL
Destroy two target enchantments.					
Peace of Mind	EN	U	••••	1✱	EX
✱:Choose and discard a card: Gain 3 life.					
Peace Talks	SOR	U	••	1✱	VS
During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.					
Peacekeeper	SC	R	•••	2✱	WL
During upkeep, pay 1✱ or bury Keeper. Creatures cannot attack. 1/1.					
Pearl Dragon	SC	R	•••	4✱✱	MG,6th
Flying. ✱: +0/+1. 4/4.					
Pearled Unicorn	SC	C	•	2✱	L,U,R,4th,5th
2/2.					
Pegasus Charger	SC	C	••	2✱	UZ
Flying, first strike. 2/1.					
Pegasus Refuge	EN	R	•	3✱	TM
2, Choose and discard a card: Put a Pegasus token into play. Treat as a 1/1 white creature with flying. Should be named Pegasus Refuse.					
Pegasus Stampede	SOR	U	•••	1✱	EX
Buyback–Sacrifice a land. Put a 1/ white flying Pegasus token into play.					
Penance	EN	U	•••	2✱	EX
Choose a card from your hand and put that card on top of your library: Prevent all damage from a black or red source.					
Personal Incarnation	SC	R	••••	3✱✱	L,U,R,4th,5th
Owner may redirect any amount of damage done to Incarnation to himself instead. If Incarnation dies, owner loses half his life (round up). 6/6.					
Petra Sphinx	SC	R	••	2✱✱✱	LG,CH
◈: Target player names a card and then turns over the top card in his library. If the guess matches the card, the player draws the card; otherwise, it goes to the graveyard. 3/4.					
Piety	INS	C	••	2✱	AN,4th
+0/+3 to all defending creatures until end of turn.					
Pikemen	SC	C	•••	1✱	DK,4th,5th
Banding, first strike. 1/1.					
Pious Warrior	SC	C	•••	3✱	MM
Whenever Warrior is dealt combat damage, you gain that much life. 2/3.					
Planar Birth	SOR	R	•••	1✱	UZ
Put all basic lands from all graveyards into play under their owners' control tapped.					
Planar Collapse	EN	R	•••	1✱	UL
During your upkeep, if there are four or more creatures in play, sacrifice Collapse and destroy all creatures. Those creatures cannot be regenerated this turn.					
Preacher	SC	R	•••	1✱✱	DK
◈: Gain control of an opponent's creature of his choice. If Preacher untaps or leaves play, you lose control of the creature. 1/1.					
Presence of the Master	EN	U	••	3✱	LG,UZ
Whenever a player plays an enchantment spell, counter it.					
Prismatic Circle	EN	C	•	2✱	MG
CU: 1: Choose a color. 1: Prevent all damage to you from a source of that color.					
Prismatic Ward	EC	C	••	1✱	IA,5th
Choose a color when Prismatic Ward comes into play. All damage dealt to enchanted creature by sources of that color is reduced to 0.					
Prophecy	SOR	C	•	✱	HL
Reveal the top card of opponent's library to all players. If it is a land, gain 1 life. That opponent then shuffles his library. Cantrip.					
Purelace	INS	R	•	✱	L,U,R,4th
Change the color of one card being played or in play to white.					
Purify	SOR	R	••	3✱✱	UL
Destroy all artifacts and enchantments.					
Pursuit of Knowledge	EN	R	••••	3✱	SH
Skip drawing a card: Put a counter on Pursuit. Remove three counters from Pursuit, Sacrifice: Draw seven cards.					
Quickening Licid	SC	U	••	1✱	TM
1✱, ◈: Licid becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of a creature. You pay ✱ to end this effect. 1/1					
Radiant, Archangel	SL	R	••••	3✱✱	UL
Flying. Counts as an angel. Attacking doesn't cause Radiant to tap. Gains +1/+1 for each other flying creature in play. 3/3.					
Radiant's Dragoons	SC	U	••••	3✱	UL
Echo. When Radiant's Dragoons comes into play, gain 5 life. 2/5.					
Radiant's Judgment	INS	C	•••	2✱	UL
Destroy target creature power 4 or greater. Cycling 2					
Rally	INS	C	•	✱✱	IA
All blocking creatures gain +1/+1 until end of turn.					
Ramosian Captain	SC	U	••••	1✱✱	MM
First strike. 5,◈: Search your library for a Rebel card with converted cost 4 or less and put that card into play. 2/2.					
Ramosian Commander	SC	U	•••	2✱✱	MM
5,◈: Search your library for a Rebel card with converted cost 5 or less and put that card into play. 2/4.					
Ramosian Lieutenant	SC	C	•••	1✱	MM
4,◈:Search your library for a Rebel card with converted cost 3 or less and put that card into play. 1/2.					
Ramosian Rally	INS	C	••	3✱	MM
If you control a plains, you may tap an untapped creature you control instead of paying Rally's cost. Creatures you control gain +1/+1 until end of turn.					
Ramosian Sergeant	SC	C	••	✱	MM
3,◈: Search your library for a Rebel card with converted cost 2 or less and put that card into play. 1/1.					
Ramosian Sky Marshal	SC	R	•••	3✱✱	MM
Flying. 2,◈: Search your library for a Rebel card with converted cost 6 or less and put that card into play. 3/3.					
Rapid Fire	INS	R	•	3✱	LG
Target creature gains first strike and rampage: 2. Play before defense is chosen.					
Rappelling Scouts	SC	R	•••	2✱✱	MM
Flying. 2✱: Scouts gain protection from the color of your choice until end of turn. 1/4.					
Rashida Scalebane	SL	R	••	3✱✱	MG
◈: Bury target attacking or blocking Dragon. Gain life equal to its power. 3/4.					
Rashka the Slayer	SL	U	••	3✱✱	HL
Can block creatures with flying. if Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.					
Reaping the Rewards	INS	C	•••	✱	EX
Buyback–Sacrifice a land. Gain 2 life.					
Reconnaissance	EN	U	•••	✱	EX
0: Remove target attacking creature you control from combat and untap it.					
Red Scarab	EC	U	••	✱	IA
Target creature gains +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.					
Red Ward	EC	U	••	✱	L,U,R,4th
Target creature gains protection from red.					
Redeem	INS	U	•••	1✱	UZ
Prevent all damage to one or two creatures.					
Regal Unicorn	SC	C	••	2✱	5th,6th
2/3					
Reinforcements	INS	C	•••	✱	AI
Put up to 3 creature cards from your graveyard on top of your library in any order.					
Relic Ward	EA	U	•••	1✱	VS
You may choose to play Relic Ward as an instant; if you do, bury it at end of turn. Enchanted artifact cannot be the target of spells or effects.					
Reliquary Monk	SC	C	•••	2✱	UD
When Reliquary Monk is put into a graveyard from play, destroy target artifact or enchantment. 2/2.					
Remedy	INS	C	•••	1✱	VS,6th
Prevent up to 5 damage to any numbers of creatures and/or players.					
Remembrance	EN	R	•••	3✱	UZ
Whenever a nontoken creature you control is put into a graveyard, you may search your library for a copy of that creature, reveal the card and put it into your hand.					
Remove Enchantments	INS	C	••	✱	LG
Return all your enchantments to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy opponent's enchantments on attackers.					
Renounce	INS	U	•••	1✱	MM
Sacrifice any number of permanents: You gain 2 life for each one sacrificed.					
Repentance	SOR	U	•••	2✱	TM
Target creature deals to itself damage equal to its power.					
Repentant Blacksmith	SC	C	••	1✱	AN,CH,5th
Protection from red. 1/2.					
Replenish	SOR	R	•••	3✱	UD
Return all enchantment cards from your graveyard to play.					
Reprisal	INS	U	•••	1✱	AI,6th
Bury target creature with power 4 or greater.					
Resistance Fighter	SC	C	••	✱	VS,6th
Sacrifice: Target creature deals no combat damage this turn. 1/1.					
Resurrection	SOR	U	•••	2✱✱	L,U,R
Return a creature from your graveyard to play.					
Retribution of the Meek	SOR	R	•••	2✱	VS
Bury all creatures with power 4 or greater.					
Reveille Squad	SC	U	••••	2✱✱	PY
Whenever you're attacked, if Reveille Squad is untapped, you may untap all creatures you control. 3/3.					
Revered Elder	SC	C	•••	2✱	MM
1: Prevent the next 1 damage that would be dealt to Elder this turn. 1/2.					
Revered Unicorn	SC	U	•••	1✱	WL
CU: 1. If Revered Unicorn leaves play, its controller gains life equal to Revered Unicorn's last paid cumulative upkeep. 2/3.					
Reverent Mantra	INS	R	•••	3✱	MM
You may remove a white card in your hand from the game instead of paying Mantra's mana cost. All creatures gain protection from the color of your choice until end of turn.					
Reverse Damage	INS	R	••••	1✱✱	Basic
Prevent all damage from one source and gain an equal amount of life.					
Reverse Polarity	INS	C	••	✱✱	AQ,R
All damage you have taken from all artifacts this turn is retroactively added to your life total instead.					
Rhystic Circle	EN	C	•	2✱✱	PY
1: Any player may pay 1. If no one does, the next time a source of your choice would deal damage to you this turn, prevent that damage.					
Rhystic Shield	INS	C	••	1✱	PY
Creatures you control get +0/+1 until end of turn. They get an additional +0/+2 until end of turn unless any player pays 2.					
Righteous Aura	EN	C	••	1✱	VS,MM
✱:Pay 2 life: Prevent all damage to you from any one source.					
Righteous Avengers	SC	U	••	4✱	LG
Plainswalk. 3/1.					
Righteous Indignation	EN	U	••	2✱	MM
Whenever a creature blocks a black or red creature, the blocking creature gains +1/+1 until end of turn.					
Righteousness	INS	R	••	✱	L,U,R,4th,5th
Target defending creature gains +7/+7 until end of turn.					
Ritual of Steel	EC	C	••	2✱	MG
Enchanted creature gains +0/+2. Cantrip.					
Rolling Stones	EN	R	•••	1✱	SH
Walls can attack as though they were not Walls.					
Royal Decree	EN	R	••	2✱✱	AI
CU: ✱. Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, Decree deals 1 damage to its controller.					
Royal Herbalist	SC	C	••	✱	AI
2,Remove the top card of your library from the game: Gain 1 life. 1/1.					
RoP: Artifacts	EN	U	••	1✱	UZ
✱: Prevent all damage to you from an artifact source. Cycling 2.					
RoP: Black	EN	C	•••	1✱	UZ
✱: Prevent all damage to you from a black source. Cycling 2.					
RoP: Blue	EN	C	•••	1✱	UZ
✱: Prevent all damage to you from a blue source. Cycling 2.					
RoP: Green	EN	C	•••	1✱	UZ
✱: Prevent all damage to you from a green source. Cycling 2.					
RoP: Lands	EN	R	•	1✱	UZ
✱: Prevent all damage to you from a land source. Cycling 2.					
RoP: Red	EN	C	•••	1✱	UZ
✱: Prevent all damage to you from a red source. Cycling 2.					
RoP: White	EN	C	•••	1✱	UZ
✱: Prevent all damage to you from a white source. Cycling 2.					
Sacred Boon	INS	U	•••	1✱	IA,5th
Prevent up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage prevented.					
Sacred Ground	EN	R	••••	1✱	SH
Whenever an effect controlled by any opponent puts a land into your graveyard from play, put that land into play.					
Sacred Guide	SC	R	••	✱	TM
1✱, Sacrifice Guide: Reveal and remove cards from your library from the game until you reveal a white card. Put that card into your hand. 1/1.					
Sacred Mesa	EN	R	•••	2✱	MG
During your upkeep sacrifice a Pegasus or bury Sacred Mesa. 1✱: Put a Pegasus token into play. Treat this token as a 1/1 white flying creature.					
Safeguard	EN	R	•••	3✱✱	TM
2✱: Target creature deals no combat damage this turn.					
Samite Alchemist	SC	C	•	3✱	HL
✱✱, ◈: Prevent 4 damage to a creature you control. Tap the creature. It does not untap during your next untap step. 0/2.					
Samite Blessing	EC	C	••	✱	SH
Creature gains ◈: Prevent all damage to any creature from any one source.					
Samite Healer	SC	C	•••	1✱	Basic
◈: Prevent 1 damage to any target. 1/1.					
Samite Sanctuary	EN	R	••	2✱	PY
2: Prevent the next 1 damage that would be dealt to target creature this turn. Any player may play this ability.					
Sanctimony	EN	R	•••	1✱	UD
Whenever one of your opponents taps a mountain for mana, you may gain 1 life.					
Sanctum Custodian	SC	C	•••	2✱	UZ
◈: Prevent up to 2 damage to a creature or player. 1/2.					
Sanctum Guardian	SC	U	•••	1✱✱	UZ
Sacrifice: Prevent all damage to a creature or player from one source. 1/4.					
Savannah Lions	SC	R	••••	✱	L,U,R,4th
2/1.					
Scapegoat	INS	U	•	✱	SH
Sacrifice a creature: Return any number of target creatures you control to owner's hand.					
Scars of the Veteran	INS	U	••••	4✱	AI
You may remove a white card in hand from game instead of paying casting cost. Prevent up to seven damage to target					

STUMPERS



Q: Suppose I cast Armageddon, so there are no lands left in play. Is Fen Stalker unblockable?

John Brill, Cyberspace

A: *Yes, the Stalker is unblockable. If you don't control any lands at all, then you certainly don't control any untapped lands.*

MAGIC The Gathering®
Players Guide

NAME	KIND	CR	PR	COST	SETS

creature or player and put a +0/+1 counter on creature for each damage prevented.

Scent of Jasmine INS C •• ✱ UD
Reveal any number of white cards in your hand. Gain 2 life for each card revealed.

Scour INS U •• 2✱✱ UD
Remove target enchantment from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his library.

Seal of Cleansing EN C •••• 1✱ NE
Sacrifice Seal: Destroy target artifact or enchantment.

Seasoned Marshal SC U ••• 2✱✱ UZ
Whenever Marshal attacks, you may tap target creature. 2/2.

Seasoned Tactician SC U •• 2✱ AI
2✱,Remove the top four cards of your library from the game: Prevent all damage to you from one source. 1/3.

Security Detail EN R • 3✱ MM
✱✱: Put a 1/1 white Soldier token into play. Play this ability only if you control no creatures and only once each turn.

Seeker EC C •• 2✱✱ LG,4th
Target creature may only be blocked by white or artifact creatures.

Seraph SC R •• 6✱ IA,5th
Flying. If a creature dies during a turn in which Seraph damaged it, put it into play under your control. Bury it if Seraph leaves play or your control. 4/4.

Serene Offering INS U •• 1✱ TM
Destroy target enchantment. Gain life equal to its total casting cost.

Serenity EN R •••• 1✱ WL,6th
During your upkeep, bury all artifacts and enchantments.

Serra Advocate SC U ••• 3✱ UD
Flying. 2: Target attacking or blocking creature gains +2/+2 until end of turn. 2/2.

Serra Angel SC U ••••• 3✱✱ L,U,R,4th
Flying. Does not tap to attack. 4/4.

Serra Avatar SC R •••• 4✱✱ UZ
Power and toughness are equal to your life total. When Avatar is put into a graveyard, shuffle Avatar into owner's library. */*.

Serra Aviary EW R •• 3✱ HL
All creatures with flying gain +1/+1.

Serra Bestiary EC C •• 4✱ HL,5th
Pay 4✱ during your upkeep or bury Bestiary. Target creature cannot block, attack or use any abilities that have 2 in its activation cost.

Serra Inquisitors SC U •• 4✱ HL
If blocking or blocked by black creatures, Inquisitors gain +2/+0. 3/3.

Serra Paladin SC C •• 2✱✱ HL,5th
2: Prevent 1 damage to any creature or player. 1✱✱,2: Attacking does not cause target creature to tap this turn. 2/2.

Serra Zealot SC C •• ✱ UZ
First strike. 1/1.

Serra's Blessing EN U •• 1✱ WL,6th
Attacking does not cause creatures you control to tap.

Serra's Embrace EC U •••• 2✱✱ UZ
Enchanted creature gains +2/+2 and flying. Attacking does not cause enchanted creature to tap.

Serra's Hymn EN U •• ✱ UZ
During your upkeep, you may put a counter on Hymn. Sacrifice: Prevent up to X damage total to any number of creatures and/or players, where X is the number of counters.

Serra's Liturgy EN R •• 2✱✱ UZ
During your upkeep, you may put a counter on Liturgy. ✱,Sacrifice: Destroy up to X target artifacts and/or enchantments, where X is the number of counters.

Shackles EC C ••• 2✱ EX
Enchanted creature does not untap. ✱: Return Shackles to owner's hand.

Shadowbane INS U •••• 1✱ MG
Prevent all damage to you or a creature you control from any one source. If source is black, gain 1 life for each 1 damage prevented.

Shahrazad SOR R •• 4✱✱ AN
Players must suspend game in progress and play a sub-game with their current libraries. Loser loses half of his life points (round up loss). Cards used in the subgame are shuffled back into your library for the main game.

Shaman *en*-Kor SC R ••• 1✱ SH
1: Redirect 1 damage from Shaman to a creature you control. 1✱: Redirect to Shaman *en*-Kor all damage dealt to any one creature from any one source. 1/2.

Sheltering Prayers EN R • ✱ PY
Basic lands each player controls can't be the targets of spells or abilities as long as that player controls three or fewer lands.

Shield Bearer SC C • 1✱ IA,5th
Banding. 0/3.

Shield Dancer SC U ••• 2✱ PY
2✱: The next time target attacking creature would deal combat damage to Shield Dancer this turn, that creature deals the damage to itself instead. 1/3.

Shield Mate SC C •• ✱ EX
Sacrifice: Target creature gains +0/+4 until end of turn. 1/1.

Shield Wall INS U •• 1✱ LG,CH,5th
All your creatures gain +0/+2 until end of turn.

Shimmering Barrier SC U •• ✱ UZ
First strike. Cycling 2. 1/3.

Sidar Jabari SL R ••• 3✱ MG
Flanking, If Sidar attacks, tap a creature defending player controls. 2/2.

Silent Attendant SC C •• 2✱ UZ
2: Gain 1 life. 0/2.

Silkenfist Fighter SC C •• 2✱ NE
Whenever Silkenfist Fighter becomes blocked, untap it. 1/3.

Silkenfist Order SC U •• 3✱✱ NE
Whenever Silkenfist Order becomes blocked, untap it. 3/5.

Sivvi's Ruse INS U ••• 2✱✱ NE
If an opponent controls a mountain and you control a plains, you may play Sivvi's Ruse without paying its mana cost. Prevent all damage that would be dealt this turn to creatures you control.

Sivvi's Valor INS R •• 2✱ NE
If you control a plains, you may tap an untapped creature you control instead of paying the mana cost. All damage that would be dealt to target creature this turn is dealt to you instead.

Skyshroud Falcon SC C ••• 1✱ SH
Flying. Attacking does not cause Skyshroud Falcon to tap. 1/1.

Smite INS C ••• ✱ SH
Destroy target blocked creature.

Snow Hound SC U •• 2✱ IA
1,2: Return Hound and target blue or green creature you control to owner's hand. 1/1.

Solidarity INS C •• 3✱ UD
Creatures you control gain +0/+5 until end of turn.

Soltari Champion SC R ••• 2✱ SH
Shadow. If Champion attacks, all your other creatures gain +1/+1 until end of turn. 2/2.

Soltari Crusader SC U ••• 2✱ TM
Shadow. 1✱: Crusader gains +1/+0 until end of turn. 2/1.

Soltari Emissary SC R ••• 1✱ TM
✱: Soltari Emissary gains shadow until end of turn. 2/1.

Soltari Foot Soldier SC C •• ✱ TM
Shadow. 1/1.

Soltari Lancer SC C •• 2✱ TM
Shadow. First strike when attacking. 2/2.

Soltari Monk SC U ••• 2✱ TM
Protection from black; shadow. 2/1.

Soltari Priest SC U ••• 2✱ TM
Protection from red; shadow. 2/1.

Soltari Trooper SC C •• 1✱ TM
Shadow. If Trooper attacks, it gains +1/+1 until end of turn. 1/1.

Soltari Visionary SC C •••• 1✱✱ EX
Shadow. If Visionary damages a player, destroy an enchantment that player controls. 2/2.

Songstitcher SC U •• ✱ UZ
1✱: Target attacking creature with flying deals no combat damage this turn. 1/1.

Soothing Balm INS C ••• 1✱ MM
Target player gains 5 life.

Soraya the Falconer SL R •• 1✱✱ HL
All Falcons gain +1/+1. 1✱: Target Falcon gains banding. 2/2.

Soul Charmer SC C ••• 2✱ PY
Whenever Soul Charmer deals combat damage to a creature, you gain 2 life unless its controller pays 2. 2/2.

Soul Echo EN R •• 3✱✱ MG
Put X counters on Echo. At beginning of your upkeep if there are no counters on Echo bury it. Otherwise, target opponent may choose that for each 1 damage dealt to you until your next upkeep, you instead remove 1 counter. You do not lose the game as a result of having less than 1 life.

Soul Sculptor SC R ••• 2✱ UZ
1✱,2: Target creature becomes an enchantment and loses all abilities until a player successfully casts a creature spell. 1/1.

Soul Shepherd SC C •• 1✱ WL
✱,Remove a creature in your graveyard from the game: Gain 1 life. 2/1.

Soul Warden SC C ••• ✱ EX
Whenever any other creature comes into play, gain 1 life. 1/1.

Southern Paladin SC R ••• 2✱✱ WL
✱✱,2: Destroy target red permanent. 3/3.

Spectral Guardian SC R ••• 2✱✱ MG
As long as Spectral Guardian is untapped, non-creature artifacts cannot be the target of spells or effects. 2/3.

Spirit *en*-Kor SC C •• 3✱ SH
Flying. 1: Redirect 1 damage from Spirit to a creature you control. 2/2.

Spirit Link EC U •••• ✱ LG,4th,5th,6th
Gain 1 life for every point of damage dealt by enchanted creature.

Spirit Mirror EN R ••• 2✱✱ TM
During your upkeep, if there are no Reflection tokens in play, put a 2/2 white Reflection token into play. 1: Destroy target Reflection.

Spiritual Asylum EN R ••• 2✱✱ NE
Creatures and lands you control can't be the target of spells or abilities. When a creature you control attacks, sacrifice Asylum.

Spiritual Focus EN R •• 1✱ MM
Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.

Spiritual Sanctuary EN R •• 2✱✱ LG
Any player controlling plains gains 1 life during his upkeep.

Squire SC C • 1✱ DK
1/2.

Standing Troops SC C •• 2✱ EX,6th
Attacking does not cause Standing Troops to tap. 1/4.

Staunch Defenders SC U ••• 3✱✱ TM,6th
When Staunch Defenders comes into play, gain 4 life. 3/4.

Steadfast Guard SC C •• 4✱ MM
Attacking doesn't cause Guard to tap. 2/2.

Story Circle EN U ••• 1✱✱ MM
As Circle comes into play, choose a color: ✱: The next time a source of the chosen color would deal damage to you this turn, prevent that damage.

Sun Clasp EC C •• 1✱ VS
Enchanted creature gains +1/+3. ✱: Return creature to owner's hand.

Sunweb SC R ••• 3✱ MG,6th
Flying. Cannot block creatures with power 2 or less. 5/6.

Sustainer of the Realm SC U ••• 2✱✱ UL
Flying. Whenever Sustainer blocks, it gains +0/+2 until end of turn. 2/3.

Sustaining Spirit SC R •• 1✱ AI
CU: 1✱. Any damage that would reduce your life total to less than 1 instead reduces it to 1. 0/3.

Sword Dancer SC U ••• 1✱ PY
✱✱: Target attacking creature gets -1/-0 until end of turn. 1/2.

Swords to Plowshares INS U ••••• ✱ L,U,R,4th,IA
Remove target creature from game. Controller gains life equal to its power.

Sworn Defender SC R •• 2✱✱ AI
1: Change power to the toughness of target creature blocking or being blocked by Sworn Defender, minus 1, until end of turn. Change toughness to one plus the power of that creature, until end of turn. 1/3.

Talon Sliver SC C •• 1✱ TM
All Slivers gain first strike. 1/1.

Tariff SOR R ••• 1✱ WL,6th
Each player chooses a creature with the highest casting cost he controls, and pays mana equal to that creature's casting cost or buries the creature.

Task Force SC C •• 2✱ MM
Whenever Force becomes the target of a spell or ability, it gains +0/+3 until end of turn. 1/3.

Teferi's Honor Guard SC U ••• 2✱ VS
Flanking. 1: Phases out. 2/2.

Temper INS U ••• 3✱ SH
Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature.

Teremko Griffin SC C ••• 3✱ MG
Banding, flying. 2/2.

Tethered Griffin SC R •• ✱ UD
Flying. When you control no enchantments, sacrifice Tethered Griffin. 2/3.

Thermal Glider SC C ••• 2✱ MM
Flying, protection from red.

Thunder Spirit SC R •••• 1✱✱ LG
Flying, first strike. 2/2.

Tithe INS R •• ✱ VS
Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for an additional plains card. Reveal those cards to all players and put them into your hand.

Tivadar's Crusade SOR U • 1✱✱ DK
All Goblins are destroyed.

Tonic Peddler SC U ••• 1✱ MM
✱,Discard a card: Target player gains 3 life.

Topple SOR C ••• 2✱✱ NE
Remove target creature with the greatest power from the game. (If two or more creatures are tied, target only one of them.)

Tormented Angel SC C •• 3✱ UD
Flying. 1/5. She don't look very tormented, though.

Trade Caravan SC C • ✱ HL
During your upkeep, put a counter on Caravan. Remove two counters from Caravan: Untap target basic land. Use only during opponent's upkeep. 1/1.

Tragic Poet SC C •• ✱ UL
,Sacrifice: Return target enchantment card from your graveyard to hand. 1/1.

Trap Runner SC U ••• 2✱✱ MM
: Target attacking unblocked creature becomes blocked. 2/3.

Treasure Hunter SC U •• 2✱ EX
When Hunter comes into play, return an artifact from your graveyard to hand. 2/2.

Trenching Steed SC C •• 3✱ PY
Sacrifice a land: Steed gets +0/+3 until end of turn. 2/3.

Troubled Healer SC C •••••2✱ PY
Sacrifice a land: Prevent the next 2 damage that would be dealt to target creature or player this turn. 1/2.

Truce INS R •• 2✱ HL,5th
Each player may draw up to two cards. For each card less than two a player draws, he gains 2 life.

Tundra Wolves SC C •• ✱ LG,4th,5th,6th
First strike. 1/1.

Unlikely Alliance EN U • 1✱ AI
1✱: Target non-attacking, non-blocking creature gains +0/+2.

Unyaro Griffin SC U •• 3✱ MG,6th
Flying. Sacrifice Unyaro Griffin: Counter target red spell that assigns damage to you or a creature you control. 2/2.

Venerable Monk SC C •• 2✱ SH,6th
When Venerable Monk comes into play, gain 2 life. 2/2.

Veteran Bodyguard SC R ••• 3✱✱ L,U,R
You must redirect all damage done to you by unblocked creatures to Bodyguard unless Bodyguard is tapped. 2/5.

Vigilant Martyr SC U ••• ✱ MG
Sacrifice: Regenerate target creature. 4✱,Sacrifice: Counter a target spell that targets an enchantment in play. 1/1.

Visions SOR U • ✱ LG,4th
Look at the top 5 cards of any library, then reshuffle it if you want.

Voice of Duty SC U ••• 3✱ UD
Flying, protection from green. 2/2.

Voice of Grace SC U ••• 3✱ UZ
Flying, protection from black. 2/2.

Voice of Law SC U ••• 3✱ UZ
Flying, protection from red. 2/2.

Voice of Reason SC U ••• 3✱ UD
Flying, protection from blue. 2/2.

Voice of Truth SC U ••• 3✱ NE
Flying, protection from white. 2/2.

Volunteer Reserves SC U •• 1✱ WL
Banding. CU: 1. 2/4.

Wall of Caltrops SC C • 1✱ LG
If Wall of Caltrops blocks with other walls, it gains banding. 2/1.

Wall of Essence SC U ••• 1✱✱ SH
For each 1 combat damage dealt to Wall, gain 1 life. 0/4.

Wall of Glare SC C ••• 1✱ UD
Wall may block any number of creatures each combat. 0/5.

Wall of Light SC U •• 2✱ LG
Protection from black. 1/5.

Wall of Nets SC R ••• 1✱✱ EX
At end of combat, remove from game all creatures blocked by Wall. If Wall leaves play, return all removed creatures to the game. 0/7.

Wall of Resistance SC C •• 1✱ MG
Flying. At the end of any turn in which Wall of Resistance is dealt damage, put a +0/+1 counter on it. 0/3.

Wall of Swords SC U ••• 3✱ Basic
Flying. 3/5.

War Elephant SC C ••• 3✱ AN, CH
Banding, trample. 2/2.

Ward of Lights EC C ••• 4✱✱ MG
You may play Ward of Lights as an instant; if you do, bury it at end of turn. Enchanted creature gains protection from a color of your choice.

Warmth EN U •• 1✱ TM,6th
Whenever target opponent successfully casts a red spell, gain 2 life.

Warning INS C • ✱ IA
Target attacking creature deals no damage in combat this turn.

Warrior Angel SC R ••• 4✱✱ SH
Flying. For each 1 damage Warrior Angel deals, gain 1 life. 3/4.

Warrior *en*-Kor SC U ••• 2✱ SH
2: Redirect 1 damage from Warrior *en*-Kor to a creature you control. 2/2.

Warrior's Honor INS C •• 2✱ VS,6th
All creatures you control gain +1/+1 until end of turn.

Wave of Reckoning SOR R ••• 4✱ MM
Each creature deals to itself damage equal to its power.

Waylay INS U ••• 2✱ UZ
Put three 2/2 white Knight tokens into play. Use only during combat. Remove them from game at end of turn.

Welkin Hawk SC C ••• 1✱ EX
Flying. If Hawk is put into any graveyard from play, you may search your library for a Welkin Hawk card and put it into your hand. 1/1.

White Knight SC U •••• 2✱ L,U,R,4th,5th
Protection from black, first strike. 2/2.

White Scarab EC U •• ✱ IA
Enchanted creature gains +2/+2 as long as any other player has any white cards. Enchanted creature cannot be blocked by white creatures.

White Ward EC U •• ✱ L,U,R,4th
Enchanted creature gains protection from white.

Wild Aesthir SC C •• 2✱ AI
Flying, first strike. 2✱: Gains +2/+0 until end of turn. You cannot spend more than 2✱ in this way each turn. 1/1.

Winds of Rath SOR R ••• 3✱✱ TM
Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.

Wishmonger SC U ••• 3✱ MM
2: Target creature gains protection from the color of its controller's choice until end of turn. Any player may play this ability. 3/3.

Witch Hunter SC U ••• 2✱✱ DK, CH
2: Deals 1 damage to target player. 1✱✱,2: Return target creature opponent controls to owner's hand. 1/1.

Worship EN R ••• 3✱ UZ
Damage that would reduce your life total to less than 1 instead reduces it to 1 if you control a creature.

Worthy Cause INS U ••• ✱ TM
Buyback 2. Sacrifice a creature: Gain life equal to the creature's toughness.

Wrath of God INS R ••••• 2✱✱ Basic
Bury all creatures in play.

Yare INS R •• 2✱ MG
Target creature defending player controls gains +3/+0 until end of turn. That creature may block up to three creatures this turn.

Youthful Knight SC C •• 1✱ SH
First strike. 2/1.

Zealots en-Dal SC U ••• 3✱ EX
During your upkeep, if all nonland permanents you control are white, gain 1 life. 2/4.

Zhalfirin Commander SC U ••• 2✱ MG
Flanking. 1✱✱: Target Knight gains +1/+1 until end of turn. 2/2.

Zhalfirin Crusader SC R •••• 1✱✱ VS
Flanking. 1✱: Redirect 1 damage from Zhalfirin Crusader to target creature or player. 2/2.

Zhalfirin Knight SC C ••• 2✱ MG
Flanking. ✱✱: First strike until end of turn. 2/2.

Zuberi, Golden Feather SL R ••• 4✱ MG
Flying. Counts as a Griffin. All other Griffins gain +1/+1. 3/3.

KILLER COMBOS





SPLINTERING WIND AND PACK HUNT: Make a Splinter token, then use Pack Hunt on it. Apparently, the rules say you can get three Splinter instant cards from your deck. Weird.

LANDS

Adarkar Wastes LAN R •••• IA,5th,6th
: Add 1 to your pool. : Add to your pool and take 1 damage. : Add ✱ to your pool and take 1 damage.

Adventurers' Guildhouse LAN U • LG
All your green legends may band with other legends.

An-Havva Township LAN R •• HL
: Add 1 to your pool. 1,: Add to your pool. 2,: Add ✱ to your pool. 2,: Add to your pool.

Ancient Tomb LAN U • TM
: Add 2 to your pool. Tomb deals 2 damage to you.

Arena LAN R ••• PR
3,: You and opponent choose a creature. Both creatures become tapped and deal their power in damage to one another.

Aysen Abbey LAN U •• HL

MAGIC FACT A rough sketch of Karn, Silver Golem can be seen in the background on *Urza's Saga*'s Stroke Of Genius.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact
AC Artifact Creature
CR Current Rarity
EA Enchant Artifact
EC Enchant Creature
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

NAME	KIND	CR	PR	COST	SETS

: Add to pool. , : Add to your pool. , : Add to your pool.

Bad River LAN U •• MG
Comes into play tapped. ,Sacrifice: Search your library for an island or swamp. Put that land into play.

Badlands LAN R ••••• L,U,R
: Add or to your pool. Counts as a mountain and a swamp.

Balduvian Trading Post LAN R ••• AI
When Post comes into play, sacrifice an untapped mountain or bury Post. : Add to your pool. , : Deals 1 damage to target attacker.

Bayou LAN R ••••• L,U,R
: Add or to your pool. Counts as a Swamp and Forest.

Bazaar of Baghdad LAN R ••• AN
: Draw two cards; then discard three cards from your hand.

Blasted Landscape LAN U •• UZ
: Add to your pool. Cycling .

Bottomless Vault LAN R •• FE,5th
Comes into play tapped. You may leave Vault tapped to put a counter on it. : Remove any number of counters, adding for each one.

Brushland LAN R •••• IA,5th,6th
: Add to your pool. : Add to your pool and take 1 damage. : Add to your pool and take 1 damage.

Caldera Lake LAN R ••• TM
Comes into play tapped. : Add one colorless mana to your pool. : Add or to your pool. Lake deals 1 damage to you.

Castle Sengir LAN R •• HL
: Add to your pool. , : Add to your pool. , : Add to your pool. , : Add to your pool.

Cathedral of Serra LAN U • LG
All your white legends may band with other legends.

Cinder Marsh LAN U ••• TM
: Add to your pool. : Add or to your pool. Cinder Marsh does not untap during your next untap step.

City of Brass LAN R ••••• AN,CH,5th,6th
: Add 1 mana of any color to your pool. City deals one damage to you whenever it becomes tapped.

City of Shadows LAN R •• DK
: Remove one of your creatures from game and put a counter on City. : Add to your pool, where X is the number of counters on City.

City of Traitors LAN R •• EX
If you play a land, sacrifice City. : Add to your pool.

Coral Atoll LAN U •• VS
Comes into play tapped. When Atoll comes into play, return an untapped island you control to your hand or bury Atoll. : Add to your pool.

Crystal Vein LAN U •• MG,6th
: Add to your pool. , Sacrifice: Add to your pool.

Desert LAN C ••• AN
: Add to your pool. : Deal 1 damage to any attacking creature after it deals damage.

Diamond Valley LAN R ••••• AN
: Sacrifice a creature to gain life equal to its toughness.

Dormant Volcano LAN U •• VS
Comes into play tapped. When Volcano comes into play, return an untapped mountain you control to owner's hand or bury Volcano. : Add to your pool.

Drifting Meadow LAN C ••• UZ
Comes into play tapped. : Add to your pool. Cycling .

Dust Bowl LAN R ••• MM
: Add to your pool. , ,Sacrifice a land: Destroy target nonbasic land.

Dwarven Hold LAN R •• FE,5th
Comes into play tapped. You may leave Hold tapped to put a counter on it. : Remove any number of counters, adding for each one.

Dwarven Ruins LAN U ••• FE,5th,6th
Comes into play tapped. : Add to your pool. ,Sacrifice: Add to your pool.

Ebon Stronghold LAN U ••• FE,5th,6th
Comes into play tapped. : Add to your pool. ,Sacrifice: Add to your pool.

Elephant Graveyard LAN R •• AN
: Add to your pool. : Regenerate an Elephant or Mammoth.

Everglades LAN U •• VS
Comes into play tapped. When Everglades comes into play, return an untapped swamp you control to owner's hand or bury Everglades. : Add to your pool.

Faerie Conclave LAN U ••• UL
Comes into play tapped. : Add to your pool. Conclave becomes a 2/1 blue creature with flying until end of turn. This creature still counts as a land.

Flood Plain LAN U ••• MG
Comes into play tapped. ,Sacrifice: Search your library for a plains or island. Put that land into play.

Forbidding Watchtower LAN U ••• UL
Comes into play tapped. : Add to your pool. Watchtower becomes a 1/5 white creature until end of turn. This creature still counts as a land.

Fountain of Cho LAN U •• MM
Comes into play tapped. : Put a counter on Fountain. ,Remove any number of counters from Fountain: Add to your pool for each counter removed.

Gaea's Cradle LAN R ••••• UZ
: Add to your pool for each creature you control.

Gemstone Mine LAN U ••••• WL
When Mine comes into play, put three counters on it. , Remove a counter from Mine: Add one mana of any color to your pool. If there are no counters on Mine, bury it.

Ghitu Encampment LAN U ••• UL
Comes into play tapped. : Add to your pool. : Becomes a 2/1 red creature with first strike until end of turn.

Ghost Town LAN U •• TM
: Add to your pool. : Return Ghost Town to owner's hand. Use this ability only during another player's turn.

Glacial Chasm LAN U •• IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.

Grasslands LAN U •• MG
Comes into play tapped. ,Sacrifice: Search your library for a forest or plains. Put that land into play.

Griffin Canyon LAN R •• VS
: Add to your pool. : Untap target Griffin. That Griffin gains +1/+1 until end of turn.

Halls of Mist LAN R • IA
CU: . No creature may attack if it attacked during its controller's last turn.

Hammerheim LL U ••• LG
: Add to your pool. : Remove landwalking from target creature until end of turn.

Havenwood Battleground LAN U ••• FE,5th,6th
Comes into play tapped. : Add to your pool. ,Sacrifice: Add to your pool.

Heart of Yavimaya LAN R ••• AI
When Heart comes into play, sacrifice a forest or bury Heart. : Add to your pool. : Target creature gains +1/+1.

Henge of Ramos LAN U ••• MM
: Add to your pool. , : Add one mana of any color to your pool.

NAME	KIND	CR	PR	COST	SETS

Hickory Woodlot LAN C •• MM
Comes into play tapped with two counters on it. ,Remove a counter: Add to your pool. If there are no counters on Woodlot, sacrifice it.

High Market LAN R ••• MM
: Add to your pool. ,Sacrifice a creature: Gain 1 life.

Hollow Trees LAN R •• FE,5th
Comes into play tapped. You may leave Trees tapped to put a counter on it. : Remove any number of counters, adding for each one.

Icatian Store LAN R •• FE,5th
Comes into play tapped. You may leave Store tapped to put a counter on it. : Remove any number of counters, adding for each one.

Ice Floe LAN U •• IA,5th
You may choose not to untap Ice Floe. : Tap a non-flying attacking creature. That creature doesn't untap as long as Ice Floe is tapped.

Island of Wak-Wak LAN R •••• AN
: Reduce the power of one flying creature to 0 until end of turn.

Jungle Basin LAN U •• VS
Comes into play tapped. When Basin comes into play, return an untapped forest you control to owner's hand or bury Basin. : Add to your pool.

Karakas LL U •••• LG
: Add to pool. : Return target legend to owner's hand.

Karoo LAN U •• VS
Comes into play tapped. When Karoo comes into play, return an untapped island you control to owner's hand or bury Karoo. : Add to your pool.

Karplusan Forest LAN R •••• IA,5th,6th
: Add to your pool. : Add to your pool and take 1 damage. : Add to your pool and take 1 damage.

Kjeldoran Outpost LAN R •••• AI
When Outpost comes into play, sacrifice a plains or bury Outpost. : Add to your pool. , : Put a 1/1 soldier token into play.

Kor Haven LL R ••• NE
: Add one colorless mana to your mana pool. , : Prevent all combat damage that would be dealt by target attacking creature this turn.

Koskun Keep LAN U •• HL
: Add to your pool. , : Add to your pool. , : Add to your pool.

Lake of the Dead LAN R ••• AI
When Lake comes into play, sacrifice a swamp or bury Lake. : Add to your pool ,Sacrifice a swamp: Add to your pool.

Land Cap LAN R •• IA
: Add to your pool and put a counter on Land Cap. : Add to your pool and put a counter on Cap. Remove a counter instead of untapping.

Lava Tubes LAN R •• IA
: Add to your pool and put a counter on Cap. : Add to your pool and put a counter on Cap. Remove a counter instead of untapping.

•Library of Alexandria LAN R ••••• AN
: Add to your pool. : Draw a card from your library if you have exactly seven cards in hand.

Lotus Vale LAN R ••• WL
When Lotus Vale comes into play, sacrifice two untapped lands or bury Vale. : Add three mana of any one color to your pool.

Maze of Ith LAN U •••• DK
: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.

Maze of Shadows LAN U •• TM
: Add one colorless mana to your pool. : Untap target attacking creature with shadow. That creature neither deals nor receives combat damage.

Mercadian Bazaar LAN U •• MM
Comes into play tapped. : Put a counter on Bazaar. ,Remove any number of counters from Bazaar: Add to your pool for each counter removed.

Mishra's Factory LAN U •••• AQ,4th
: Add to your pool or give any Factory +1/+1 until end of turn. : Factory becomes a 2/2 artifact creature, until end of turn.

Mishra's Workshop LAN R ••••• AQ
: Add to your pool which may only be used to cast artifacts.

Mogg Hollows LAN U ••• TM
: Add one colorless mana to your pool. : Add or to your pool. Hollows does not untap during your next untap step.

Mountain Stronghold LAN U • LG
All your red legends may band with other legends.

Mountain Valley LAN U •• MG
Comes into play tapped. ,Sacrifice: Search your library for a mountain or forest. Put that land into play.

Oasis LAN U •• AN,4th
: Prevent 1 damage to any creature.

Peat Bog LAN C •• MM
Comes into play tapped with two counters on it. ,Remove a counter: Add to your pool. If there are no counters on Bog, sacrifice it.

Pendelhaven LL U ••• LG
: Add to your pool. : Target 1/1 creature gains +1/+2 until end of turn.

Phyrexian Tower LAN R • UZ
: Add one colorless mana to your pool. ,Sacrifice a creature: Add to your pool.

Pine Barrens LAN R ••• TM
Comes into play tapped. : Add one colorless mana to your pool. : Add or to your pool. Pine Barrens deals 1 damage to you.

Plateau LAN R ••••• L,U,R
: Add or to your pool. Counts as a mountain and a plains.

Polluted Mire LAN C ••• UZ
Comes into play tapped. : Add to your pool. Cycling .

Quicksand LAN U •• VS
: Add to your pool. ,Sacrifice: Target attacking creature without flying gets -1/-2 until end of turn.

Rainbow Vale LAN R •• FE
: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.

Rath's Edge LL R • NE
: Add one colorless mana to your mana pool. , ,

STUMPERS



Q: When I use Rhystic Cave, do I choose the color before or after my opponent chooses to pay?

David Marsten, Buffalo, NY

A: ***Before. Also, you can't use the Cave during the announcement of a spell or ability; you need to use it beforehand to find out whether it will actually give you any mana.***

Sacrifice a land: Rath's Edge deals 1 damage to target creature or player.

Reflecting Pool LAN R ••• TM
: Add to your pool 1 mana of any type that any land you control can produce.

Remote Farm LAN C •• MM
Comes into play tapped with two counters on it. ,Remove a counter: Add to your pool. If there are no counters on Farm, sacrifice it.

Remote Isle LAN C ••• UZ
Comes into play tapped. : Add to your pool. Cycling .

Rishadan Port LAN R •• MM
: Add to your pool. , : Tap target land.

Rhystic Cave LAN R •• PY
: Add one mana of any color to your mana pool unless any player pays 1.

River Delta LAN R •• IA
: Add to your pool and put a counter on Land Cap. : Add to your pool and put a counter on Cap. Remove a counter instead of untapping.

Rocky Tar Pit LAN U •• MG
Comes into play tapped. ,Sacrifice: Search your library for a swamp or mountain. Put that land into play.

Rootwater Depths LAN U ••• TM
: Add one colorless mana to your pool. : Add or to your pool. Rootwater Depths does not untap during your next untap step.

Ruins of Trokair LAN U ••• FE,5th,6th
Comes into play tapped. : Add to your pool. ,Sacrifice: Add to your pool.

Rushwood Grove LAN U •• MM
Comes into play tapped. : Put a counter on Grove. ,Remove any number of counters from Grove: Add to your pool for each counter removed.

Safe Haven LAN R •• DK,CH
, : Set a creature you control aside. During upkeep, sacrifice Safe Haven to return all creatures it has set aside to play.

Salt Flats LAN R ••• TM
Comes into play tapped. : Add to your pool. : Add or to your pool. Flats deals 1 damage to you.

Sand Silos LAN R •• FE,5th
Comes into play tapped. You may leave Silos tapped to put a counter on it. : Remove any number of counters, adding for each one.

Sandstone Needle LAN C •• MM
Comes into play tapped with two counters on it. ,Remove a counter: Add to your pool. If there are no counters on Needle, sacrifice it.

Saprazzan Cove LAN U •• MM
Comes into play tapped. : Put a counter on Cove. ,Remove any number of counters from Cove: Add to your pool for each counter removed.

Saprazzan Skerry LAN C •• MM
Comes into play tapped with two counters on it. ,Remove a counter: Add to your pool. If there are no counters on Skerry, sacrifice it.

Savannah LAN R ••••• L,U,R
: Add or to your pool. Counts as a plains and a forest.

Scabland LAN R ••• TM
Comes into play tapped. : Add to your pool. : Add or to your pool Scabland deals 1 damage to you.

School of the Unseen LAN U •• AI
: Add to your pool. , : Add 1 mana of any color to your pool.

Scorched Ruins LAN R ••• WL
When Scorched Ruins comes into play, sacrifice two untapped lands or bury Ruins. : Add four colorless mana to your pool.

Scrubland LAN R ••••• L,U,R
: Add or to your pool. Counts as a plains and a swamp.

Seafarer's Quay LAN U • LG
All your blue legends may band with other legends.

Serra's Sanctum LAN R ••• UZ
: Add to your pool for each enchantment you control.

Sheltered Valley LAN R •• AI
When Valley comes into play, bury any other Valley you control.

NAME	KIND	CR	PR	COST	SETS

During your upkeep, if you control 3 or fewer lands, gain one life. : Add to your pool.

Shivan Gorge LAN R •• UZ
: Add to your pool. , : Gorge deals 1 damage to each of your opponents.

Skyshroud Forest LAN R ••• TM
Comes into play tapped. : Add one colorless mana to your pool. : Add or to your pool. Forest deals 1 damage to you.

Slippery Karst LAN C ••• UZ
Comes into play tapped. : Add to your pool. Cycling .

Smoldering Crater LAN C ••• UZ
Comes into play tapped. : Add to your pool. Cycling .

Soldevi Excavations LAN R ••• AI
When Excavations comes into play, sacrifice an untapped island or bury Excavations. : Add to your pool. , : Look at the top of your library. You may put that card on the bottom of your library.

Sorrow's Path LAN R • DK
: Exchange two of opponent's blocking creatures. Whenever Sorrow's Path is tapped, it deals 2 damage to you and to each creature you control.

Spawning Pool LAN U ••• UL
Comes into play tapped. : Add to your pool. , : Pool becomes a 1/1 black creature with "" Regenerate" until end of turn.

Stalking Stones LAN U ••• TM
: Add one colorless mana to your pool. : Stalking Stones becomes a 3/3 artifact creature permanently.

•Strip Mine LAN U ••••• AQ,4th
: Add to your pool. , Sacrifice: Destroy target land.

Sulfurous Springs LAN R •••• IA,5th,6th
: Add to your pool. : Add to your pool and take 1 damage. : Add to your pool and take 1 damage.

Subterranean Hangar LAN U •• MM
Comes into play tapped. : Put a counter on Hangar. ,Remove any number of counters from Hangar: Add to your pool for each counter removed.

Svyelunite Temple LAN U ••• FE,5th,6th
Comes into play tapped. : Add to your pool. ,Sacrifice: Add to your pool.

Tabernacle at Pendrell Vale LL R ••• LG
All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.

Taiga LAN R ••••• L,U,R
: Add or to your pool. Counts as a forest and a mountain.

Teferi's Isle LL R • MG
Phasing. Comes into play tapped. : Add to your pool.

Terrain Generator LAN U •• NE
: Add one colorless mana to your mana pool. , : Put a basic land card from your hand into play tapped.

Thalakos Lowlands LAN U ••• TM
: Add to your pool. : Add or to your pool. Does not untap during your next untap step.

•Thawing Glaciers LAN R ••••• AI
Comes into play tapped. , : Search your library for a basic land and put it into play tapped. At the end of your turn, return Glaciers to owner's hand.

Thran Quarry LAN R ••• UZ
At the end of each turn, if you control no creatures, sacrifice Thran Quarry. : Add one mana of any color to your pool.

Timberline Ridge LAN R •• IA
If any counters are on it, Ridge doesn't untap. Remove a counter from Ridge at end of upkeep. : Add to your pool and put a counter on Ridge. : Add to your pool and put a counter on Ridge.

Tolaria LL U • LG
: Add to your pool. : During upkeep, remove banding or bands with other ability from target creature until end of turn.

••• Tolarian Academy LAN R •••• UZ
: Add to your pool for each artifact you control.

Tower of the Magistrate LAN R •• MM
: Add to your pool. , : Target creature gains protection from artifacts until end of turn.

Treetop Village LAN U ••• UL
Comes into play tapped. : Add to your pool. , Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Tropical Island LAN R ••••• L,U,R
: Add or to your pool. Counts as a forest and an island.

Tundra LAN R ••••• L,U,R
: Add or to your pool. Counts as an island and a plains.

Underground River LAN R •••• IA,5th,6th
: Add to your pool. : Add to your pool and take 1 damage. : Add to your pool and take 1 damage.

Underground Sea LAN R ••••• L,U,R
: Add or to your pool. Counts as a swamp and an island.

Undiscovered Paradise LAN R ••• VS
: Add one mana of any color to your pool. At the beginning of your next untap step, return Paradise to owner's hand.

Unholy Citadel LAN U • LG
All your black legends may band with other legends.

Urborg LL U ••• LG
: Add to your pool. : Remove first strike or swampwalk ability from target creature until end of turn.

Urza's Mine LAN C •• AQ,CH,5th
: Add to your pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your pool.

Urza's Power Plant LAN C •• AQ,CH,5th
: Add to your pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your pool.

Urza's Tower LAN C •• AQ,CH,5th
: Add to your pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your pool.

Vec Township LAN U ••• TM
: Add to your pool. : Add or to your pool. Vec Township does not untap during your next untap step.

Veldt LAN R •• IA
If any counters are on Veldt, it doesn't untap. Remove a counter from Veldt at end of your upkeep. : Add to your pool and put a counter on Veldt. : Add to your pool and put a counter on Veldt.

Volcanic Island LAN R ••••• B,U,R
: Add or to your pool. Counts as an island and a mountain.

Volrath's Stronghold LAN R ••• SH
: Add one colorless mana to your pool. , : Put target creature card from your graveyard on top of your library.

Wasteland LAN U ••• TM
: Add to your pool. ,Sacrifice: Destroy target nonbasic land.

Winding Canyon LAN R •• WL
: Add one colorless mana to your pool. , : Until end of turn, you may play creature cards whenever you could play instants.

Wintermoon Mesa LAN R • PY
Comes into play tapped. : Add one colorless mana to your mana pool. , : Sacrifice: Tap two target lands.

Wizards' School LAN U ••• HL
: Add to your pool. , : Add to your pool. , : Add to your pool. , : Add to your pool.

Yavimaya Hollow LL R ••• UD
: Add to your pool. , : Regenerate target creature.

DRAGONBALL Z Players Guide

NAME	TYPE	RAR

NON-COMBAT

A Beginner's Heart is Dedicated R
Increase the anger of a level 1 or 2 personality by 1 and discard this card from the game.

Baba Witch Viewing Drill R
Forces every Villain opponent to constantly show his hand of cards face up at all times.

Baba's Energy Blast R
Does 3 life card discards in damage at any time to a foe. Discard this card from the game after 1 use.

Black Arm Bar Drill Black U
Stops the first energy attack made on you in a combat. Can't be used with any Orange drills in play anywhere on the table.

Black Bear Hug Drill Black U
Creates a +2 stage drain with each successful physical attack made by this card's attacker.

Black Defender Drill Black U
Allows the defender to take 1 less life card draw from damage on any successful energy attack.

Black Free-Style Drill Black U
Draw a card from the bottom of your discard pile after receiving a successful energy attack. Cannot be used with any other Black Drill cards in play anywhere on the table.

Black Physical Drill Black U
Allows the defender to take 1 less life card discard from every physical attack. Can't be used with other Black drills in play on the table.

Black Shadow Drill Black R
Allows the card owner to take 2 less stages of power drain from a successful physical attack.

Black Striking Drill Black U
Allows the attacker to do 2 extra stages of power damage with every successful physical attack.

Black Takedown Drill Black U
Allows the attacker to draw a card into his hand in every phase he makes an attack.

Blazing Anger! U
Increase your anger level by 2. Take the top 2 cards from your discard pile and place them at the bottom of your life deck.

Blue Breakfall Drill Blue U
Allows the defender to take 2 less stages of power drain from any physical attack.

Blue Cradle Drill Blue U
For every life card you lose in combat, your foe loses 1 power stage, down to (0).

Blue Deceiving Drill Blue U
At the beginning of every combat where the personality is the defender, raise the power level of this card owner 3 stages, up to the maximum.

Blue Enemies Drill Blue U
Allows the personality to defend well against physical attacks and prevents 1 life card discard per combat, if the foe has an ally.

Blue Life Defense Drill Blue R
Drill prevents 1 life card of damage from being taken whenever a successful attack happens on the card owner.

Blue Neck Restraint Drill Blue U
Allows the attacker to inflict +3 stages of damage from any successful physical attack. Cannot be used with any other Blue drills in play on the table.

Blue Off-Balancing Opponent Drill Blue U
Creates +1 stage damage for each successful physical attack made by this personality.

Blue Reversal Drill Blue U
Do the exact same physical attack you defended against during your defending round of combat, once per combat.

Broken Scouter R
Your power level was miscounted. Raise it to full power. Discard this from the game after use.

Bulma Finds a Dragon Ball R
When the Bulma ally is in play, use this card to capture a Dragon Ball. Discard from the game after use.

Bulma Finds a Drill R
When the Bulma ally is in play, pick a drill from the life deck or the discards and put it into play.

Burning Rage! C
Increase your anger level by 2. Take the bottom 2 cards from your discard pile and place them at the bottom of your life deck. Discard this card from the game after use.

Dream Chamber Training U
Heroes only. 2 cards of the user's choice are placed at the bottom of your life deck. Discard from the game after use.

Earth Dragon Ball 1 C
Instantly power up to full and draw a card.

Earth Dragon Ball 2 C
All foes have their power ratings changed to 2 stages higher than 0.

Earth Dragon Ball 3 U
Draw three cards if you wish, and place the top discarded card at the bottom of your life deck.

Earth Dragon Ball 4 U
End the very next combat you are forced into before you sustain damage. Your anger level increases 2.

Earth Dragon Ball 5 U
Power up to full. Your anger level shifts up 2. Draw 2 cards if you wish and place the top 2 discarded cards at the bottom of your life deck.

Earth Dragon Ball 6 R
This card ends a combat and the user is powered up to full. Shift all opponents' anger levels down 2.

Earth Dragon Ball 7 R
Play this card during combat to end the battle. Pick 3 cards out of your discard pile and place them at the top of your life deck. All opponents' anger levels shift down 2.

Enraged! R
Increase your anger level by 2. Select 2 cards from your discard pile and place them at the bottom of your life deck. Discard this card from the game after one use.

Eyes of the Dragon U
After a successful energy attack, this card owner can pick a Dragon Ball out of his deck and capture a Dragon Ball from the damaged foe. Limit 1 per deck.

Fall 7 times, get up 8 times C
The first successful physical attack on you is stopped. Discard this card from the game after use.

Fortify Your Spirit C
The first successful energy attack on you is stopped. Discard this card from the game after use.

Frieza's Spirit Pr
You reduce every hero's anger level to zero. Remove this card from the game after use.

Gohan's Anger Pr
Raise your anger by 2 and reduce every villain's anger by 1. Remove this card from game after use.

Goku Honor Duel! U
Goku uses the bottom 3 cards of the discard deck for the next combat instead of the cards from his life deck. If there are not enough cards, don't use this ability. Discard from the game after use.

Goku's Capturing Drill R
Prevents any Dragon Ball from being captured from this drill user.

Goku's Lucky Break R
Draw an unused Dragon Ball from your life deck and place it down. Shuffle the life deck afterwards.

Goku's Mixing Drill R
Allows multiple colors of drills to be used at the same time.

Goku's Touch C
After a successful physical attack, take a foe's Dragon Ball. Discard this card after use.

Hero Advantage R
Allows a hero to draw his cards from the top of the discard deck in the next combat. If there are not enough cards, the drill does not work. Discard from the game after use.

It's the Little Things That Matter C
Stop 1 successful energy or physical life card draw from happening. Discard this card from the game after use.

Krillin's Trick Pr
Steal a Dragon Ball of your choice. Remove from the game after use.

Medic Kit UR
Place the top 3 discard cards at the bottom of the life card deck. Limit 1 per deck.

Meditation Drill U
Allows the player to shuffle their life deck or discards just before any announced combat.

Orange Body Shifting Drill Orange U
Allows the attacker to pay 1 stage instead of 2 on any energy attack.

Orange Energy Drill Orange U
Allows the defender to take 1 less life card discard from every energy attack. Cannot be used with other Orange Drills in play on the table.

Orange Focusing Drill Orange R
Prevents anything from happening to a personality's drills until he advances to his next level.

Orange Joint Restraint Drill Orange U
Allows the attacker to inflict +4 stages of damage from any successful physical attack.

Orange Lifting Drill Orange U
Sweeps everyone else's drills from the playing table, but not this personality's drills. Limit 1 per deck.

Orange Off-Balancing Drill Orange U
Stop the first physical attack made on you in a combat.

Orange Spontaneous Drill Orange U
Draw a card from the bottom of your discard pile after suffering a successful physical attack.

Orange Tripping Drill Orange U
Prevents 1 life card from being taken away by any successful energy attack on this card's owner.

Piccolo Defense Drill U
Prevents 1 life card from being discarded from a successful energy attack.

Piccolo Honor Duel! U
Piccolo uses the bottom 3 cards of the discard deck for the next combat instead of the cards from his life deck. If there are not enough cards, don't use this ability. Discard from the game after use.

Piccolo's Flight R
Stops a successful physical or energy attack.

Plant Two Saibaimen R
A villain may plant this card instead of combat. On his next turn, he takes his highest level saibaimen and puts it into play as an ally. Discard this card from the game after use.

Power Up the Most! U
Powers up to the personality's highest stage. Select 2 discarded cards and place them at the bottom of your life deck.

Raditz Flying Kick R
Physical attack doing triple the usual damage if successful.

Raditz Honor Duel! U
Raditz uses the bottom 3 cards of the discard deck for the next combat instead of cards from his life deck. If there aren't enough cards, don't use this ability. Discard from game after use.

Red Coordination Drill Red U
Allows the defender to draw an extra card at the beginning of any combat if he desires.

Red Knee Pick Drill Red U
Allows the attacker to draw an extra card at the beginning of a combat.

Red Life Attack Drill Red R
Drill does an extra life card of damage whenever successful damage is done.

Red Penetrating Defense Drill Red U
Stops 2 stages of power from being drained by any physical attack.

Red Pressure-Point Drill Red U
Allows the attacker to do 1 extra life card of damage with every successful energy attack. Cannot be used with other Red Drills in play on the table.

Red Reading Drill Red U
Foreknowledge allows the personality to take 1 less life card discard, once for the entire set of combat rounds.

Red Rolling Drill Red U
Prevents 1 life card draw from a successful energy attack.

Red Wrist Control Drill Red U
For every 3 stages of power you lose, your foe loses 1 power stage, down to (0).

Respect the Spirit R
The spirit of the Earth heals you. Place 2 discarded cards at the bottom of your life deck. Discard from the game after use.

Roshi Training U
Power:Heroes only. The top 3 discarded cards are placed at the bottom of your life deck.

Roshi's Calming R
Played at the end of a turn, it forces a foe back from level 2 to level 1. Limit 1 per deck.

Saiyan Appraisal Maneuver Saiyan R
Name a Noncombat card and foes with any in their decks must discard them from the game. Discard from the game after use.

Saiyan Armor Saiyan U
Armor prevents 1 life card discard from any successful energy attack that would have normally forced 1 or more discards. Limit one per deck.

Saiyan Battle Terms Saiyan R
Remove a Noncombat Card or ally from in front of another player from the game. Discard from the game after use.

Saiyan City Destruction Saiyan C
One villain opts to destroy a city instead of combat on his next turn and places the top 2 cards of the discard pile at the bottom of the life deck. Discard from the game after use.

Saiyan Honor Quest Saiyan R
In the next combat, draw cards from the bottom of the discard pile instead of the Life Deck. Discard after one use.

Saiyan Power Drill Saiyan R
In all physical attacks the card owner does an extra 2 stages of power draining damage.

Saiyan Training Saiyan U
Not useable by heroes except for Goku. 2 discarded cards of the user's choice are placed at the bottom of the life deck.

Senzu Bean C
This card is played and then is taken out of the game. It moves the power stage of the main personality to the highest rating.

Super Saiyan Goku's Power Pr
Intimidation removes foe's ally of your choice from game. Remove this card from game after use. Limit one per deck.

T-Rex Defense R
The beast takes all damage from physical attacks for the card user, but the first energy attack kills it. Discard from the game after 1 use.

T-Rex Offense R
In every battle where the card owner is attacking, it does 1 life card in damage per combat until an energy attack kills it.

Teaching the Unteachable Forces Observation R
Force another player to skip their combat step. Discard this from the game after use.

Terrible Wounds R
Place this on a foe's personality card. Reset the personality's anger to (0). It cannot go up until after he forces another player to discard a life card. Discard this from the game after use. Limit 1 per deck.

The Untroubled Mind is Focused C
Remove someone else's drill card or ally from the game. Discard this card from the game after use.

Tien Mind Reading Trick R
This card stays on the table. If Tien is in play, all villains must show their hands face up at all times.

Unselfish Behavior is Best R
The efforts of your allies stop this combat. You must have an ally out on the table to use this card. Discard from the game after use.

Vegeta's Dragon Ball Capture R
Capture 2 of a foe's Dragon Balls and place them at the bottom of his life deck. Limit 1 per deck.

Vegeta's Plans R
Get a Dragon Ball card from the life deck and put it into play. Remove from game after one use.

Vegeta's Quickness Drill R
At the beginning of each combat, draw 1 card from the bottom of the discard pile to use.

Vegeta's Smirk Pr
Select any Dragon Ball in your deck and put it into play.

Vegeta's Trick R
Find the foe's first Dragon Ball in his life deck and place it at the bottom of his deck. Limit 1 per deck.

TOP 3 CARDS

***Dragon Ball Z* has a host of power cards. Some are specific to certain deck types; others belong anywhere. Try these out.**



Earth Dragon Ball 7

Shut down your opponent's attack, knock his anger down two points and pick your three best discarded cards and stack 'em on top of your life deck! Just remember that there can only be one of these on the table, so play yours first.

Orange Joint Restraint Drill

Essential, whether you want to crush your opponent outright or just keep his power stages down while you go for a Personality or Dragon Ball victory. Every successful hit does four power stages extra. Ouch.

Dream Machine Battle

Just been nailed? Had a Dragon Ball stolen after taking damage? No worries: With this card, it never happened. Smile smugly as your opponent kisses good-bye to his best cards. If you're ahead on life, this eats into his deck nicely too.

King Kai Training U
Heroes only. 2 cards of your choice are placed at the bottom of your life deck.

King Kai Uniform U
The uniform prevents 1 life card discard from any successful physical attack that would have normally forced 1 or more discards. Limit one per deck.

King Kai's Calming R
Played at the end of a turn, it forces a foe back from level 3 to level 2. Limit 1 per deck.

Krillin's Drill R
Does an extra life card of damage with each successful attack. More than 1 of these drills can be out at the same time.

Power Gifting R
One ally gives your main personality power on a stage for stage basis, reducing their total and boosting your main personality's. Discard from the game after use.

Power Up! C
Powers up 5 stages for a personality, going no higher than their maximum stage. Take the top discarded card and place at the bottom of your life deck.

Power Up More! U
Powers up 6 stages for a personality, going no higher than maximum stage.

KEY C=COMMON U=UNCOMMON R=RARE F=FOIL PR=PROMO

RAR Rarity

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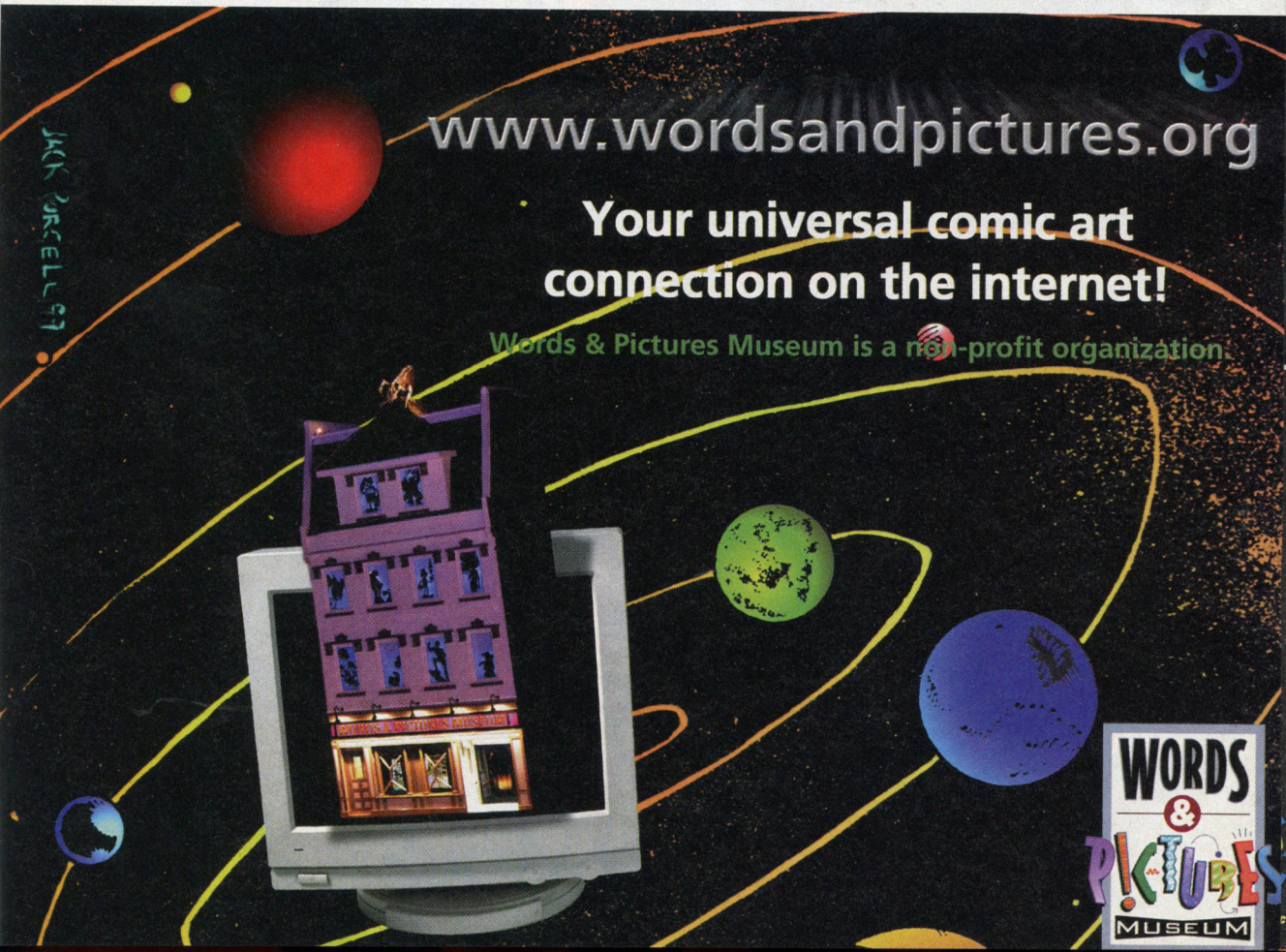
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SEPTEMBER 10, MCLEAN/VIENNA (WASHINGTON D.C. AREA)

CAPITAL ASSOCIATES MONTHLY COMIC, TOY AND CCG SHOW. NEW LOCATION: Tysons Corner Holiday Inn, 1960 Chain Bridge Rd, McLean, VA. Directions: Take exit 11 South (Route 123) off I-495, 1/4 mile; hotel is on right. For further directions, call (703) 893-2100. 80 vendor tables: 1st table @ $85, 2nd table @ $80, 3rd+ @ $75. $2 admission; children under 5 FREE. FREE parking. 10 a.m.-4 p.m. Buy, sell, trade: Gold, Silver & new comics, independents, anime, CCG, toys, Pokémon, Star Wars, Buffy, posters, T-shirts, original artwork, non-sports cards, etc. Guests: Call. Jeffery Rocen @ (703) 912-1993, check out http://members.aol.com/comicshow or e-mail comicshow@aol.com.



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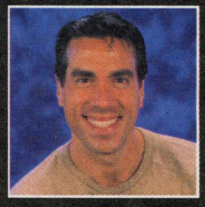
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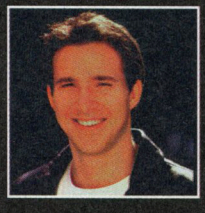
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THUNK!
FSSSSSH!
...OW.
THIS STUPID MOVIE JUST KEEPS GETTING WOR—
THUNK!
FSSSSSH!
CLONG!
NOW IF I CAN ONLY GET QUI-GON'S FAT ASS OVER THE EDGE...
THE END

SwanSONG

Good, Better, Bestest

One of the great things about America is that people are always trying to make a buck by improving existing products. It's that whole "build a better mousetrap and the world will beat a path to your door" thing. And it's even true in gaming. People have been trying to improve classic games since the first cavemen played *Face in Fire*.

Not all these "improved" classics are big sellers, though. Here's more than a half-dozen, for example, that faded quickly.

Scratch 'n Sniff *Monopoly*

When you scratched the red bar on Kentucky Avenue the smell of chicken would fill the air. Not bad. But what sunk this game is that the low rent places—your Baltic and Mediterranean Avenues—smelled like ass. Literally. And you don't even want to ask what happened when you rubbed St. James Place.

Magic: The Caring

After religious zealots complained that *Magic* was evil, Wizards of the Coast came out with a kinder, gentler, version featuring cards like "Nerf Bat Of Bogardan," "Cuddly Stalker," "Pretty Birdie" and "Super Soaker." Sold only in the *Bible* Belt, even this version was quickly withdrawn when certain groups claimed the "Deviled Ham" card was satanic.

Computer Army Men

This sounded good on paper. First, take an assortment of army man icons and set them up anywhere on the screen, then roll a virtual tennis ball and try to knock them over. Somehow, this wasn't as much fun as in real life.

V.R. *Candy Land*

Injecting some spice into this preschool classic was tough. But through the magic of virtual reality you were transported into a world made entirely of candy canes and gumdrops. The program worked too well, though, as after you unplugged yourself your teeth had rotted and you were hyperactive.

The Game of Life CCG

Not so much of an evolution as a whole new game, the *Life* CCG's biggest problem was that it took your entire lifetime to play. The idea was to collect as many cards as possible from birthday and Valentine's Day cards to social security and ATM cards.

Teletubby Battle Books

Each player bought a comic book featuring their favorite teletubby. To play, you picked a move and cross-referenced it with your opponent's move in the comic. But since teletubbies have limited mobility, very little fighting took place and games lasted for hours—days even. Later editions allowed Po to execute a double-roundhouse kick and La La to head-butt. Realism cranks dismissed these as being "untrue to the spirit of the show."

Edible *Scrabble*

The problem with *Scrabble* is that it's not collectible. Once you have all the letters, you don't have to buy anything else. The manufacturer thought it could increase sales by making the tiles edible. Each letter tasted like something that starts with that letter. Ms tasted like mangos, Vs like veal. What doomed this game, though, is the yucky tasting S tiles.

The InQuest Staff continues to look for a buyer for their live-action checkers game.



NERF NAZIS Even a "kinder, gentler" *Magic* couldn't survive in the South.

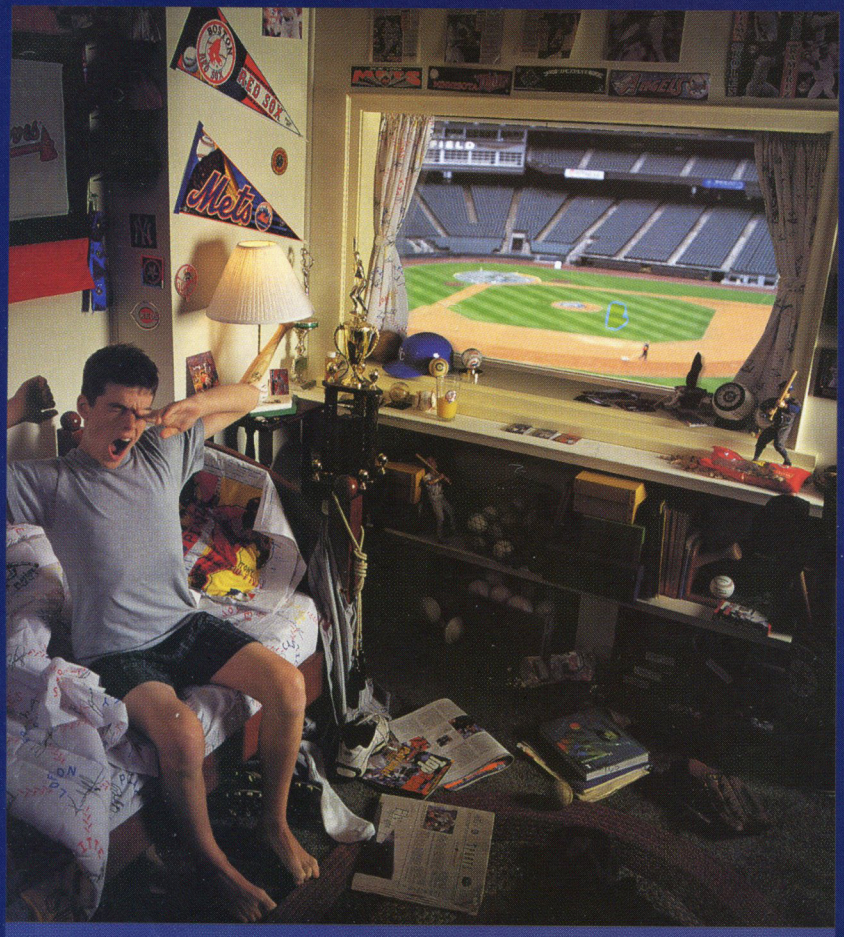
Art: Brian Douglas Ahern. Wizards of the Coast.

Ooops! GAMING'S BIGGEST !#$%* BLUNDERS

What were we thinking? When these *Magic* sets came out, *InQuest* didn't include Hammer Of Bogardan, Cursed Scroll and Masticore on their respective top 10 lists. Idiots.

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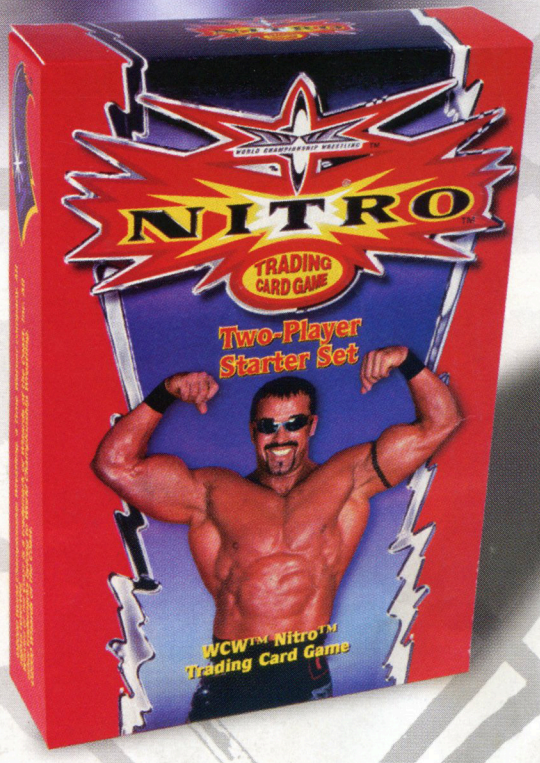
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